THE
BLINX
THE TIME SWEEPER
ENCYCLOPAEDIA

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FOREWORD

The intention of this document is to act as a reliable and complete resource for information on the BLiNX universe as it is presented between the two games in the series. It does not, in any way, seek to provide information pertinent to gameplay, nor does it acknowledge elements only relevant to gameplay at any point, meaning it does not function as a guide of any sort. As such, certain concepts never meaningfully acknowledged in-universe, such as cat medals, will not be addressed. How this information should be used, of course, is entirely at the discretion of the reader.

This exclusion of all elements but lore is what distinguishes this document from other compilations of information on the series, such as the BLiNX Wikia or the information contained on the BLiNX: The Time Sweeper Weebly site. The combination of this document's information into such a source would be ideal is one was to desire to create a single massive source containing all possible information on BLiNX in its entirety, although much work would remain to do so. Nevertheless, the current state of the distribution of information on the series across Wikia, Weebly, YouTube, and now this document is likely less than ideal.

Unlike what would be (hopefully) seen on Wikia, sources are usually not directly cited in this document. The reason is that the vast majority of information is taken directly from the two games, although a small number of other sources were also used. Cut content left on the BLiNX 2 disc is occasionally referenced (though also acknowledged whenever this is done), as are the BLiNX 1 English and Japanese instruction manuals for a very small number of details regarding the Time Factory's operation. Information on the individual areas of World B1Q64 was taken from the Cool Master's Guide strategy guide, and Pelon's sex being male is taken from the Twitter of Naoto Ohshima, the director of both BLiNX games. The source of information on the language used in the opening of the first game is also provided in its respective article.

Characters

All known characters are included in this section, including those without names. Entries are organized first by affiliation. Due to the interspersed nature of the appearances of many of the characters throughout the two games, they are ordered second alphabetically (ignoring titles) rather than chronologically by order of appearance. Time Monsters are included in this section, as well, alongside individuals not affiliated with the Time Sweepers or Tom Toms.

At the end of each applicable entry, every known appearance of the character in each game is listed. All information from the respective article is based on those appearances unless otherwise noted (in which case the primary exception is cut content found on the BLiNX 2 disc).

Time Sweepers

A group of armed Time Sweepers

The Time Sweepers are a group of workers at the Time Factory, a corporation that produces time and sends it to all worlds. Time Sweepers do not handle the production of time, but rather perform field work in worlds that have experienced glitches in time, often resulting in hazardous environments containing time monsters. They are the most highly trained workers in the Time Factory, though many other positions hold higher authority.

Time Sweepers, like all other workers at the Time Factory, are feline, though all are male. Sweepers may operate individually or in teams often named after their leaders (wearing an arm band with the team sigil). All members of a team wear uniforms of the same design with the team sigil on the back of the jacket, chosen by the Sweepers themselves, while also bearing a custom-designed flag containing the team's sigil. Teams traditionally have four members, though some exceptions exist (such as Blinx's team or the Retrieval Team during the Big Crystal incident). A team of Sweepers must be organized and registered prior to any of its members taking the exam, resulting in all members having graduated together, though members may leave or join a given team after graduation as well.

The Time Sweeper Troop badge

All Sweepers wear similar uniforms with small differences in design. They wear long-sleeved jackets with large neckbands (completely covering the neck), long pants, boots, and gloves, leaving only the head uncovered. The jacket and pants are made of a particularly resistant material, withstanding very high temperatures (to the point of scorching without the wearer being incapacitated) and very difficult to tear beyond the outermost layer, revealing a dark grey mesh underneath. Despite the thermal protection offered, however, Sweepers often experience discomfort in very hot or cold conditions regardless due to the lack of head coverage. A Sweeper's boots are also steel-toed for additional protection. Sweepers wear tinted goggles, usually resting above the eyes for easy access when not in use (though some wear them around the neck), which are used for protection when submerged in water and other situations hazardous to eyes or eyesight, such as looking directly at flames while using the TS-2000 Flame. Finally, all Sweepers are equipped with a wrist-mounted communication device in order to contact each other and the Time Factory while out on the field. The device is equipped with a small screen and microphone, usually worn on the left wrist.

A Time Sweeper's training is exceptionally extensive, ranging from combat situations with various weapons to time manipulation and problem-solving to piloting of a wide range of vehicles including boats, helicopters, and jets. A significant portion of this training takes place before officially becoming a Time Sweeper (marked by passing the Time Sweeper Graduation Exam), though training continues beyond entry into the Time Sweepers as well (from Rank 1 to 5 (Master), each marked by a star on the Sweeper's badge). A Sweeper will not be allowed to use certain functionalities of their time sweepers, including certain time controls and time control combos, until receiving the proper training to do so. Although Sweepers are proficient in the use of firearms and a small number of melee weapons (improvised or otherwise) against time monsters and intelligent opponents such as Tom Toms, they specialize in wielding time sweepers (note the capitalization), ranged weapons produced by the Time Factory capable of manipulating time when used in combination with time crystals, which result from the same glitches in time that Sweepers often investigate. Along with a Time Sweeper's training, these weapons serve a very significant role in a Sweeper's effectiveness in work, allowing for otherwise-impossible navigation of hazardous terrain and termination of threats, even rewinding time to revive the user after incapacitation. The functionalities of time sweepers are expanded upon in the time sweeper section. A given Sweeper may possess multiple sweepers at a time, though most show a preference for a single model. Sweepers may purchase different models at the Time Factory shop along with other resources, including additional ammunition, food, clothing, and laundry services, with their income alongside any additional gold from time crystals and junk exchanged at the Time Factory. The majority of Time Sweepers wield their weapons right-handed but display proficiency with both hands, presumably being trained to do so.

A Sweeper travelling through a warp gate

Food and laundry services at the Time Factory shop suggest that Time Sweepers live at their place of work. A Time Workers Union also exists, monitoring the wellbeing of employees at the Time Factory including Time Sweepers, reporting that no major accident took place for 7347 years prior to the World B1Q64 incident. Although no Sweepers were harmed during that incident, the Big Crystal incident likely ended this record. Despite their intimate knowledge of the universe, including the nature of time itself and the universe's origins with the Goddesses, the Time Sweepers (and Time Factory as a whole) share little of this information, leaving even highly-advanced civilizations such as the Tom Toms ignorant. As living beings disappear when glitches in time occur, Time Sweepers seldom interact with the inhabitants of the worlds they maintain, furthering this secrecy.

The communication device used by the Sweepers

Blinx

Blinx in his youth

"Time is like a treasure. Use each gem of it wisely, and your dreams will come true."

— Blinx

Blinx (Employee ID 01712) is the leader of Team Blinx and an exceptionally notable Time Sweeper, having resolved a major incident alone (the B1Q64 incident) and having made a significant contribution to the resolution of another (the Big Crystal incident).

Prior to the B1Q64 incident, Blinx was a younger Sweeper, likely inexperienced as indicated by his use of the most basic sweeper available at the time, the TS-1000. A number of workers at the Time Factory already knew him by name, including Catherine and the technician, though he became known to many more following his success in saving World B1Q64. At the time of the announcement of World B1Q64's destruction, Blinx was in the Time Factory's corridor, watching the announcement (and eventually the transmission overtaken by the Tom Toms) as a large number of Sweepers fled World B1Q64 before seeing the hostage the Tom Toms had taken, Princess Lena. Feeling extremely infatuated with her, he ran to the warp gate to World B1Q64 against the technician's protests. Following the clearing of the entire world of time monsters and Tom Toms, culminating in the rescue of an unconscious Princess Lena before returning to the Time Factory amidst a large number of cheering factory workers. Princess Lena wrote a letter detailing her appreciation and used time crystals he had collected to rewind time to her rescue in order to thank him personally, as well.

Blinx with his signature "Cheshire cat" grin

Blinx, matured and holding his custom TS-5000X

By the time of the Big Crystal incident, Blinx had visibly aged, having replaced his jacket with a unique two-toned variety and acquired a new sweeper, the TS-5000X, a custom model designed specifically for him, though it was also mass produced and used for training activities for other Sweepers (and the rest of his team).

He had become a widely known and respected Time Sweeper by this point, known by name even by Tom Toms. As such, he was the Sweeper chosen personally by the CEO to travel to the Ruins of Time to investigate damages to the Big Crystal.

Blinx after the battle at World A000 —notice the scar and damage to his jacket

Blinx spent the vast majority of his time during the Big Crystal incident at the Ruins of Time and Destiny Ruins. Though he accomplished nothing of significance at the Ruins of Time, his team found a stone tablet in the future portion (later decoded to reveal the involvement of the Goddesses) and a Big Crystal fragment in the past portion. Blinx's team comprised the only Sweepers sent to the future portion of the world, though they also located a portal to the past portion, leading to their encounter with Team Eat or Die upon entry (and subsequent retreat following the arrival of Bombay's team). Blinx then remained in the Destiny Ruins for the majority of the remainder of the incident (later returning to the Ruins of Time), claiming that he wanted to investigate some matter, though he reports nothing during this period.

Blinx with two of his teammates

Blinx's team is of an abnormal size, containing seven members. Blinx demonstrates a strong sense of commitment and confidence throughout the Big Crystal incident, showing displeasure when called away from the Tom Tom invasion of the Time Factory and insisting that all Sweepers be congratulated for their contributions following the battle at World A000. Unlike most Sweepers, Blinx appears entirely right-handed, never wielding his sweeper left-handed.

Appearances

BLiNX 1

Entirety

BLiNX 2

Sweeper Opening

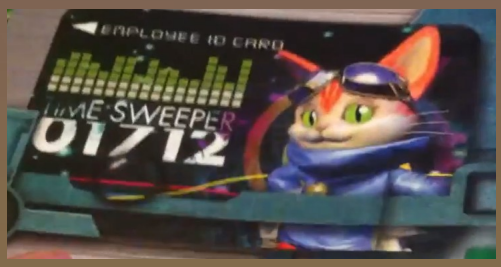
Sweeper Round 2 (pre-boss, post-boss)

Sweeper Round 3 (post-boss)

Sweeper Round 4 (pre-boss, post-boss)

Sweeper Round 5 post-boss

Round 6 post-boss



Blinx's employee ID card

Catherine

Catherine is a shopkeeper at the Time Factory. She is seen doing very little else, but she is very enthusiastic when speaking to Blinx as he stops in during his run through World B1Q64. She is eager to offer personal opinions, especially on clothing (saying that Blinx's signature blue and red outfit is the best for him), and often makes mention of certain sweepers and outfits being stylish in some capacity. She wishes him luck at the end of his last visit to the shop before his final battle in Momentopolis.

At some point prior to the big crystal crisis, she ended up in a romantic relationship with a Sweeper, NecoJi. She may or may not have still been a shopkeeper at the factory by this point, but she is still seen in her same pink outfit. After Furball's success in the battle in World A000, NecoJi proposes to her (as he had promised to do so if he survived) and is met with a kiss on the cheek, presumably indicating agreement.

Should a sweeper turn into Jimmy every attainable challenge token at once, he will give them a photo of Catherine titled "Bromide," in which she is seen posing in the shop in her usual outfit.

Catherine, in uniform

Catherine as seen in her "Bromide" photo

Appearances

BLiNX 1

Shops

BLiNX 2

Round 6 post-boss

Catherine kissing NecoJi after accepting his proposal

CEO

The Time Factory CEO, also Chairman of the Board of Directors of Time Factory, Inc., is the highest known authority in the factory. He often appears alongside the Operator, who frequently relays any of his announcements to the Time Factory as a whole, as well as the unknown administrator. He has, however, issued direct statements, most notably during the Big Crystal incident. Under normal circumstances, he is found in the control room on the top level alongside the Operator and the unknown administrator.

The Time Factory CEO in the control room

He has demonstrated a considerable amount of knowledge of the universe with regard to time, recognizing the importance of the Big Crystal, Ruins of Time, and World A000 as well as explaining the concurrence of the universe's beginning and the creation of the Time Factory by the Goddesses. Additionally, he recognizes an ancient script used by Mina during the Big Crystal incident and is able to correctly conclude that the Big Crystal had been damaged, though he shows no sign of being able to read it.

The CEO also often shows a great degree of appreciation for those working in the Time Factory, particularly Sweepers that come to aid during a crisis such as the World B1Q64, Big Crystal, or World 5J7A incidents. He has personally shown gratitude to those who responded those situations, meeting Blinx as he exited World B1Q64, sending a transmission following the Big Crystal incident, and publicly expressing his admiration among others in the control room upon during the World 5J7A incident.

The CEO (left) and the third administrator (right)

Appearances

BLiNX 1

Opening

Ending

BLiNX 2

All Sweeper cutscenes

Sweeper Round 2 boss

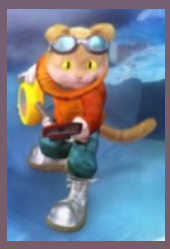
Sweeper Round 4 bonus

Chron

Chron during the Tom Tom invasion of the Time Factory

Chron, leader of Team Chron, is a Time Sweeper that made a significant contribution to the Time Factory's efforts during the Big Crystal incident. He is one of the team leaders comprising the backup team that was sent to collect information along with Blinx during the invasion by the Tom Tom imposters.

Chron's team explored Woodstone for the majority of the Big Crystal incident, finding a tablet indicating the existence of a "key that can unlock the mysteries of the Big Crystal," though a considerable amount of time passed before the key in question (a lithograph) was located. The deciphering of the lithograph at the Time Factory revealed the involvement of the Goddesses in the disruption of time and predicted that World A000 would be the landing site of the Goddesses' scissors, meant to destroy all worlds. Chron volunteered to be sent to World A000, earning the praise of the CEO, but Furball's team was sent in his place.



Chron wielding a TS-1000

Chron most often wields a TS-2000 Flame, an incredibly uncommon model among Sweepers at the time of the Big Crystal incident, no longer sold at that point. He also, however, possesses a TS-1000, and always sweeps right-handed. Despite the enthusiasm he displays in his work, he often expresses strong frustration in response to resistance. Upon his arrival in Woodstone, he communicates that he's at a loss for what to do with his team, and the later rejection of his request for backup is met with strong complaints. Learning of the Goddesses' involvement in the Big Crystal incident prompts him to exclaim that success is impossible, though this doesn't prevent him from volunteering himself for the battle at World A000.

Chron at Woodstone

Appearances

BLiNX 2

Sweeper Opening

Sweeper Round 2 (boss, post-boss)

Sweeper Round 4 pre-boss

Sweeper Round 5 (pre-boss, post-boss)

Round 6 post-boss

Furball (Protagonist)

"Roger. I'm on it. Here we go again."

— Furball after being sent to the Half and Half World at the beginning of the Big Crystal incident

Furball, the leader of the team determined the most worthy of being sent to World A000, is a Time Sweeper that contributed greatly to the success of the Time Factory in managing the Big Crystal incident. Although all members of his team receive a medal following the battle in World A000, he received some level of apparent recognition prior, being sent on the most significant missions of the Big Crystal incident and at one point being described as "a Sweeper ace" by Ugo (in cut dialogue).

With the aid of the rest of his team, he acquired four Big Crystal fragments during the Big Crystal incident, including:

1. Acquired from Stone Guardian on Weis Island in the Half and Half world (later stolen)

3. Acquired from Giant Mandrake in the Coliseum in the Destiny Ruins

6. Acquired from Giant Benito at the Flying Castle in the Sky World

8. Acquired from Silver Claw on Planet Two Falls in the Time Oil Well World

Furball undertook additional missions, rescuing a Sweeper (Mick) captured by Tom Toms at the Pirates' Graveyard, rescuing Sweepers captured at the Tom Tom HQ during an attempted invasion, and capturing Tom Toms to be brought to the Time Factory for questioning at the Pirates' Graveyard.

While at World A000, Furball and his team fought the Scissor Demon along with a large number of smaller time monsters, but was unable to defeat the monster himself. Upon receiving the rest of the Big Crystal fragments and a multi-lock-on system from Bombay, however, whose team arrived in World A000 after Furball had failed to defeat the monster with only four fragments, Furball's team was able to destroy the Scissor Demon by firing all eight fragments at it simultaneously.

He displays a strong degree of confidence in his work, showing no concern throughout the Big Crystal incident aside from displeasure at Mick's capture by Tom Toms and Benito's escape during his rescue of other Sweepers captured at the Tom Tom HQ (both of which he managed alone). In the Time Oil Well World, however, he shows a degree of selfishness in leaving an exasperated Picaro to battle multiple Tom Toms with time barriers in favour of pursuing the final Big Crystal fragment (notably mispronouncing Picaro's name in addressing him).

Appearances

BLiNX 2

All Sweeper segments

Guard Sweepers

Distinct from Time Sweepers but still working under the Time Factory are the Guard Sweepers, cats tasked with securing and protecting spaces that the Time Factory deems integral to its operation. They work primarily in the Time Factory as security, though they may also travel to other worlds in order to provide temporary protection from outside forces such as Tom Toms.

Two Guard Sweepers outside the Time Factory

When travelling to other worlds, an advance team is set out first to secure an area to be guarded in anticipation of setting up temporary patrols on at least some occasions. As Guard Sweepers do not wield time sweepers, they do not have access to time controls and are not as individually effective as Time Sweepers, instead working in larger numbers while maintaining communication between each other by means of their wrist-mounted devices. A Guard Sweeper that has located an intruder, such as a Tom Tom, will often immediately call in reinforcements. The weapon of a Guard Sweeper varies with their armour, with the basic unarmoured variety carrying only a PiG-38 and armoured guards carrying the much larger TON16A in addition to a large shield emblazoned with the Time Factory's logo. The armoured variety, however, is much less common than its lighter counterpart.

An armoured Guard Sweeper

A K9-1000

Guard Sweepers employ time barriers and mechanical companions to assist them. A Guard Sweeper's time barrier is unique in that it is only dismantled by nearby use of a pause control, which will also immediately cancel out the pause control, unlike when pause controls are used to dismantle a time monster's barrier or a time sphere. K9-1000s can smell unseen intruders and will latch onto them to impede their movement. Turrets continuously scan an area and fire laser-guided missiles upon detecting an intruder.

A Guard Sweeper turret

A Guard Sweeper with a time barrier

Jimmy

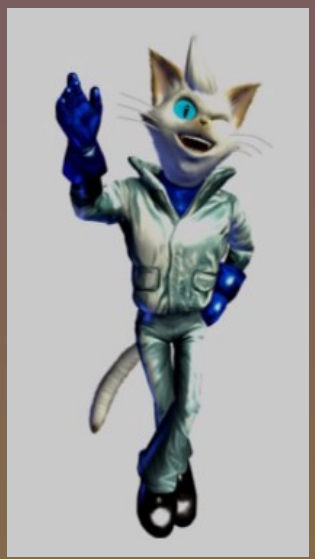
Jimmy welcoming a potential recruit in the locker rooms

Jimmy is a shopkeeper and trainer in the Time Factory. He is rather animated and of a cheerful demeanour, offering almost exclusively positive responses to the Sweepers he works with in both fields of work.

In addition to selling a wide variety of goods (ranging from food to clothes to sweepers to sweeper accessories) to all Sweepers, his shop also allows particular employees (for example, those of a specific rank or above) to purchase more advanced hardware. Many things may also be sold to the shop, including time controls, time crystals, and miscellaneous findings such as trash from other worlds. As a result, left over sweeper ammunition is sold to his shop upon returning to the Time Factory from any given world. Conveniently, his shop also connects directly to the locker rooms.

He is also tasked with training new recruits into the Time Sweepers, carrying out their graduation exams and subsequent exams to increase their rank from the lowest of one to the highest of five. These training activities and exams take place in a warp room, which is often prepared with slick floors, crates to climb, and the like. A Sweeper joining a new team must also pass such an activity in order to be registered.

Alongside the required exercises for rising in rank, Jimmy also oversees general training activities and offers rewards as an incentive. For any given exercise, a sweeper can win up to three tokens based on performance. These tokens can be exchanged for a very small amount of money (gold, abbreviated G) in smaller quantities or products from the shop in larger quantities. The largest prize, won only by exchanging every obtainable token from every exercise at the same time, is a photo of Catherine (titled "Bromide") in the shop. This photo can be seen in her entry.



Full body shot of Jimmy

Appearances

BLiNX 2

In shop and for rank-up exams

Mick

Mick is a leader of his respective team and Time Sweeper that was captured by Tom Toms during the Big Crystal incident. While in the Pirates' Graveyard, presumably searching for information or Big Crystal fragments, he encountered Tom Toms and alerted the Time Factory of their presence shortly before being captured (and seemingly injured, limping and unable to break his wooden cage with his TS-4000). While imprisoned, he attempted to warn of the impending end of the universe in order to be released, but Benito opted to ignore his pleading in order to use him as a distraction for the Time Sweepers while Bombay searched for a Big Crystal fragment (#4) in the Pirates' Graveyard and other Tom Toms set up explosives to flood the caves. After his rescue by Furball, he warns of the Tom Tom's plan before returning to the Time Factory.

Mick after being rescued by Furball

Mick as he appears in a transmission by the Operator

Appearances

BLiNX 2

Sweeper Round 3 pre-boss

NecoJi

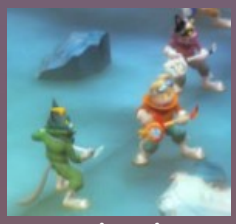
NecoJi, leader of Team NecoJi and member of the backup team, is a Time Sweeper that contributed to the effort to gather fragments during the Big Crystal incident.

NecoJi's role during the Big Crystal incident was primarily gathering information, travelling to the Ever Snow World during the Tom Tom invasion of the Time Factory, where he later encountered Team Pig Tail and stole the Big Crystal fragment (#2) that they had found. He also alerted other Sweepers of the funtama time monster's splitting behaviour.

NecoJi in the Ever Snow World

NecoJi wields a TS-16000, which he uses with both hands, though he appears predominantly right-handed. He was in a relationship with Catherine prior to the Big Crystal incident, promising before the fight at World A000 that he would propose to her if he survived (though he didn't fight at World A000 himself). He does so following his return to the Time Factory, receiving a kiss in return (and likely "yes") along with the celebration of others, including Chron, Pelon, and Picaro.

NecoJi (left) with Tom Toms immediately after the fight at A000



NecoJi (left) using his TS-16000 left-handed with other Sweepers

Appearances

BLiNX 2

Sweeper Opening

Sweeper Round 2

Sweeper Round 5 post-boss

Round 6 post-boss

NecoJi and others after he receives a kiss from Catherine following the fight at A000

Operator

The Operator is a worker at the Time Factory that handles a number of tasks related to communicating with and dispatching Sweepers in other worlds. He works from the control room, in which he oversees the supervisors that each look over a world for glitches in time and monitor any sweepers present, issuing reactive time controls for their safety.

The Operator (right) pictured with the CEO (left)

His involvement in the Big Crystal incident was primarily comprised of directing Sweepers to different worlds and spreading information on the whereabouts of Big Crystal fragments or events such as Chron's return with a tablet explaining the nature of the disaster. He also communicated with Sweepers directly during their missions, such as handling Chron's request for backup in Woodstone, which he denied on the grounds of needing Sweepers at the Time Factory to handle repairs.

He often appears alongside the CEO, such as when he met Blinx upon his return from World B1Q64. This includes working on the same platform as the CEO in the control room.

Appearances

BLiNX 1

Opening

Ending

BLiNX 2

Sweeper Opening

All Sweeper levels

All Sweeper cutscenes

The supervisors in the control room, all of which are visible beneath the Operator's place of work

Pelon

Pelon (right) pictured with Picaro (left) during the Tom Tom invasion of the Time Factory

Pelon, leader of Team Pelon and member of the backup team, is a Time Sweeper that contributed to the Time Factory's efforts during the Big Crystal incident.

His involvement in the Big Crystal incident was very limited, as he initially left for the Dark Valley World to gather information but seemingly found nothing, potentially due to continued attacks by time monsters that led to him expressing concern in his initial transmission. He later travelled to the Sky World, where he encountered a giant time monster resembling Benito (in fact a monster that absorbed a Big Crystal fragment and mimicked a dream of Benito's, as he had touched the Big Crystal) at the Flying Castle, leading to a request for backup supplied by Furball, who defeated the monster and retrieved the fragment (#6).

Picaro (left) with a Tom Tom (centre) after the battle at A000 —notice also Chron in the bottom left

Though he has an exceptionally effeminate appearance and voice, Pelon is indeed male. He wields a TS-4000, alternating hands but preferring his right. He displays a high degree of confidence, offering himself and his team for the battle at World A000, though Furball's team was chosen instead.

Pelon in the Dark Valley World during an attack by time monsters —note the torn jacket

Appearances

BLiNX 2

Sweeper Opening

Sweeper Round 4 boss

Sweeper Round 5 post-boss

Round 6 post-boss

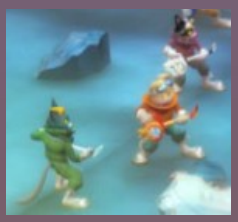
Pelon holding his sweeper left-handed

Picaro

Picaro in the Time Furnace World

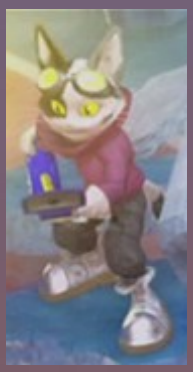
Picaro, leader of his respective team and member of the backup team, is a Time Sweeper that contributed to the Time Factory's efforts during the Big Crystal incident. His contribution was limited to searching for information and providing support to other Sweepers in pursuit of Big Crystal fragments.

Following the Tom Tom invasion of the Time Factory, Picaro left for the Time Furnace World in search of information, seemingly finding nothing of significance. Much later, he travelled to the Time Oil Well World with other Sweepers in search of a Big Crystal fragment detected there. He then met Furball, who left him behind to hold off Tom Toms by leaving for Planet Two Falls in a jet. Picaro objected to this (potentially in part due to Furball making demands immediately upon seeing him and mispronouncing his name), though he was left regardless.



Picaro (right) using a TS-16000 with other Sweepers

Picaro is rather outspoken and displays a strong sense of enthusiasm, seldom voicing complaints and volunteering excitedly to travel to World A000 during the Big Crystal incident. He most often wields a TS-4000, but also possesses a TS-16000 (though why he prefers a weaker sweeper is unclear). Like most Sweepers, he usually wields a sweeper right-handed but is capable of leading with his left as well.



Picaro during the Tom Tom invasion of the Time Factory

Picaro (right) with a Tom Tom (left) immediately after the battle at A000

Appearances

BLiNX 2

Sweeper Opening

Sweeper Round 4 post-boss

Sweeper Round 5 (pre-boss, post-boss)

Round 6 post-boss

Picaro (left) using his sweeper left-handed

Retrieval Team

The Retrieval Team, also known as Retrievers, is a large team of Time Sweepers that escorted Big Crystal fragments to the Time Factory during the Big Crystal incident. Unlike most Sweeper teams, it is comprised of more than four members, though each group of four appears to have its own designated leader.

The four members of the Retrieval Team assaulted by Bombay's team

Few events of note took place during the Retrieval Team's missions throughout the Big Crystal incident, as its work was primarily comprised of meeting Furball, NecoJi, or Blinx to receive a fragment (#1, #3, #6, and #8 from Furball, #2 from NecoJi, and #5 from Blinx) before returning to the Time Factory. On one occasion, however, the team retrieved a group of Tom Toms defeated by Furball's team for questioning at the Time Factory, leading to the disclosure of the location of the Tom Tom HQ and the subsequent invasion of the area by Time Sweepers. Similarly, the Retrieval Team collected the stone tablet found by Blinx's team in the future portion of the Destiny Ruins, bringing it back to the Time Factory for translation (revealing the involvement of the Goddesses). The first mission carried out by the Retrieval Team during the Big Crystal incident failed, as the team was intercepted by Bombay and his own teammates, who incapacitated the Retrieval Team members and returned to the Tom Tom HQ with the Big Crystal fragment.

Appearances

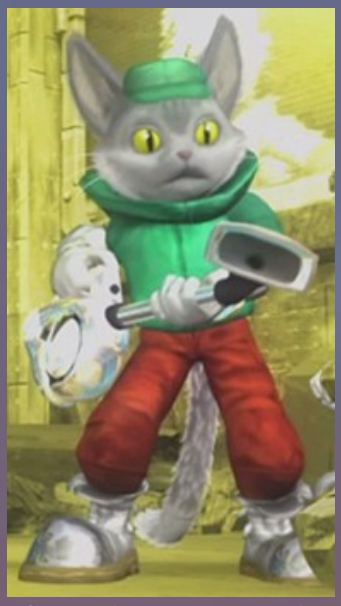
BLiNX 2

All Sweeper bosses

Tom Tom Round 1 boss

Technician

The technician is a notable worker at the Time Factory, fulfilling a variety of roles. He has a degree of authority over Time Sweepers, including Blinx and the backup team, and is also charged with maintaining the Mother Computer. His hat, absent in the standard Time Sweeper uniform, is likely an indication of this position, and he notably has no arm band designating him as a team leader despite his authority. Though he possesses a TS-16000, he does not always carry his sweeper with him.

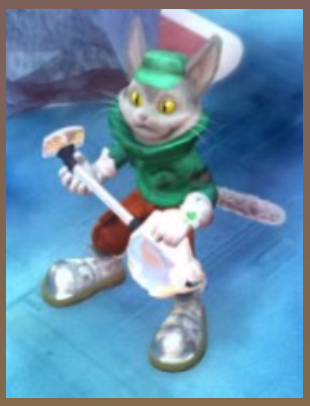


The technician during the Tom Tom invasion of the Time Factory

Prior to the World B1Q64 incident, the technician had already come to know Blinx by name and strongly discouraged his entry into World B1Q64 from the upper level of the warp room. Upon Blinx's return, however, he showed silent approval of his actions. His involvement in the Big Crystal incident was somewhat greater, as he fought alongside Blinx during the Tom Tom invasion for the Time Factory and encouraged him to leave for the Ruins of Time, offering to hold off the intruders. Shortly after, he calls the backup team and orders them to leave with Blinx and gather information, leading to Chron, NecoJi, Pelon, and Picaro leaving for their respective worlds. Following the fight at World A000, he restored the Mother Computer to its original function, as it was shut off during the invasion.

The technnician repairing the Mother Computer after the battle at A000

He appears much more experienced than many other Sweepers, maintaining a calm demeanour during the Tom Tom invasion. He most often wields his sweeper left-handed.



The technician holding his TS-16000 left-handed

Appearances

BLiNX 1

Opening

Ending

BLiNX 2

Sweeper Opening

Round 6 post-boss

The technician as he notices Blinx entering World B1Q64

Third Administrator

The third administrator is a worker at the Time Factory, often seen alongside the CEO and Operator. His role at the Time Factory includes security-related tasks such as monitoring the factory's interior.

The third administrator (right) alongside the operator (left) and CEO (centre)

Although few specific details of his work are known, he has a high degree of authority, often appearing next to the Operator and CEO while sharing their workspace at the top of the control room. During the Tom Tom invasion of the Time Factory, he relays information on the invasion (primarily location of the intruders and damage they've caused) to the CEO. He does not regularly communicate with Time Sweepers and appears not to monitor events outside the Time Factory in any significant capacity. Despite this, upon Blinx's return from World B1Q64, he stood alongside the Operator and CEO to congratulate him.

Appearances

BLiNX 1

Opening

Ending

The third administrator working next to the CEO in the control room

BLiNX 2

Sweeper Opening

Round 6 post-boss

Tom Toms

The Tom Tom Gang is a large group of space pirates that specialize in robbing worlds of their time and selling the resulting crystals to other worlds for profit. Their proficiency in doing so and disregard for the safety of inhabitants of the worlds that they rob has given them substantial notoriety, as they were responsible for inducing both the World B1Q64 and Big Crystal incidents, though the gang also helped resolve the latter.

An unnamed modern Tom Tom

The gang is entirely contained within a larger population of pigs, at least part of which looks up to the gang's endeavours, resulting in their acknowledgement in news broadcasting. Unlike the Time Sweepers, the Tom Toms do not have a lengthy process of education and training prior to allowing a member to join. Rather, a pig speaks to Carlos to receive the brief training necessary before being allowed to register their team, and is allowed to use any weapon or space control without prior training. A pig may still rise in ranks through training, however, ranging from ranks one to five (also known as Master). More similarly to the Time Sweepers, Tom Toms are also entirely comprised of males, though in the gang's case this contributes to a particular concept of chivalry championed by Benito, the gang's leader. The gang is most easily recognized by its emblazoning of nearly all related objects and individuals with the Tom Tom Gang sigil, which resembles a pig's face. This appears on Tom Tom technology and is spray painted at the entry and exit point to a world used by an individual.

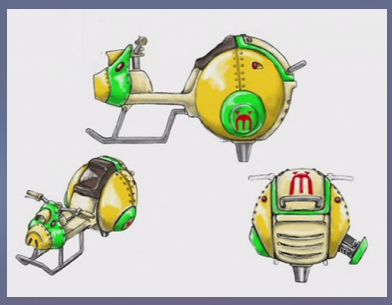
The Tom Tom Gang badge

Tom Toms, much like Time Sweepers, are often organized into teams with a sigil, flag, name, and uniform, all chosen by the team itself. Team leaders are (at least in some cases) marked by an additional band on the helmet at eye level. As with Time Sweepers, teams are usually comprised of only four Tom Toms, though larger groups exist. Members can join or leave teams after being registered in addition to registering as part of a team. When performing missions that necessitate an element of stealth, however, Tom Toms normally operate independently.

A broadcast congratulating the Tom Toms on their supposed invasion of the Time Factory

The Tom Tom outfit has increased in variation since the World B1Q64 incident, at which point all members wore green helmets, red goggles, red and white striped shirts, blue pants,

yellow gloves, and yellow boots. Many Tom Toms continue to wear the same outfit with another colour in place of red on the shirt, but many modern Tom Toms change the colours of the outfit as well as replacing the shirt entirely. Although all pigs always wear goggles of some colour, Tom Toms usually wear red goggles with few exceptions (in which case they are blue). Modern Tom Toms also often have tattoos in black ink on either arm. By the World B1Q64 incident, most Tom Toms are also equipped with a pouch strapped to the leg that is used to store space controls.



The Tom Tom Bike

The Tom Toms owe their formidability to their technology rather than their discipline. In addition to their signature space controls, allowing them to travel through portals from one point to another, forcibly send an opponent to another dimension, or evade detection, Tom Toms possess powerful weapons (mostly in the form of firearms), additional means of transportation while carrying treasure, satellites capable of firing large lasers, and incredibly detailed monitoring of other worlds, the last of which rivals that of the Time Sweepers. The Tom Tom HQ is capable of detecting warp signals of Time Sweepers (or related threats) entering a world, seeing specific concrete objects in other worlds such as cranes or pipes, detecting time energy at a specific point in another world, receiving data from Tom Toms on missions in other worlds, calling Tom Tom Bikes to specific locations in other worlds, and communicating all of these events to Tom Toms during a mission. Not all technology used by Tom Toms was created by pigs, however, as the gang frequently steals and reverse engineers objects such as the time control neutralizer or tanks (which the gang did not possess until the Big Crystal incident) before putting them into mass production. The technology produced can be compatible with Time Sweeper technology, such as when Bombay gave Furball a multi lock-on system that the latter was able to use to defeat the Scissor Demon in World A000. In a similar vein, Tom Toms have very basic time manipulation technology in the form of pause grenades that functional identically to a pause control.

Tom Toms hold few of the reservations displayed by the Time Sweepers, which is most obvious in their willingness to risk or destroy entire worlds in search of profit. They also show a very strong appreciation for food, to the point that a member's performance is responded to with corresponding food at dinner time, ranging from nothing to at the very least cake, though meat is also likely included considering the affinity that Tom Toms often show for it.

Tom Toms in tanks, waving to Sweepers after the battle at A000

Though the Tom Tom Gang operated from the Tom Tom HQ for a long period of time, an invasion by the Time Sweepers forced the gang to operate entirety from the Benito Battleship, a flying ship, from that point onward.

Benito

Full body shot of Benito

Benito is the leader of the Tom Tom Gang. His role in the gang is directing its members, deciding what will be stolen and to what end.

Despite the importance of his role to the function of the Tom Tom Gang as a whole, Benito devotes a significant portion of his time to personal luxuries, such as taking regular naps, eating, and sunbathing while avoiding simple responsibilities such as cleaning his own room (which is handed by another Tom Tom) in which certain items of value are kept, including the Big Crystal fragments during the Big Crystal incident. When other Tom Toms make accomplishments, however, he is willing to take credit even when he clearly made no contribution (such as when Matteo discovered how to bypass time barriers). This self-indulgence is best represented by his luxurious outfit, which includes a crown with a large jewel fixed to its helmet. The Tom Tom Gang's largest ship, the Benito Battleship, is also named in his likeness. Unlike Benito's outfit, however, the Benito Battleship serves a practical role for the Tom Tom Gang by acting as a mobile base during invasions of other worlds, such as World B1Q64 or World 5J7A. The ship was also upgraded during the Big Crystal incident, incorporating the Flight Stone stolen by Bombay from the Sky World and allowing for its use during the gang's escape from the Tom Tom HQ when the Time Sweepers invaded the island. The ship also has some offensive capabilities, as shown when an onboard cannon was used to destroy an oil tank in the Time Oil Well World before Time Sweepers arrived. While onboard the ship, however, the gang faces the limitation of having very limited energy, leading to only Bombay's team being sent to World A000 in place of Benito or other Tom Toms. Following the Time Sweepers' invasion of the Tom Tom HQ, the Benito Battleship will serve as the base of operations for the foreseeable future.

Benito is very demanding of other Tom Toms, often threatening and punishing poor performance with no dinner, though satisfactory work is also often awarded with better food (such as steak). In a similar vein, he is insistently referred to as "Boss" by other Tom Toms, most frequently Cino, Ugo, and Matteo due to their frequent communication with him. When this quality is combined with Benito's frequent impulsiveness, some Tom Toms display annoyance at his sudden and unreasonable orders such as sending Team Lone Pig to search for Mina with only her name or demanding that Bombay steal a weapon

Benito (centre) in a transmission with Ugo (left) and Cino (right)

he's seen while already returning to the Tom Tom HQ.

Benito outside the Tom Tom HQ in his swimsuit

Despite these less admirable qualities, Benito appears to truly believe in the values that he claims direct the Tom Tom Gang, which include the top priorities being romance and treasure, to which end he shows authentic concern for Mina in response to her pleas for help in his dreams (leading to the Tom Tom Gang's involvement in the Big Crystal incident and collection of Big Crystal fragments) and even insists on travelling to World A000 himself to maintaining his rule of never letting a girl cry as part of being a "true gentlepig" (which he wishes for his gang to follow). This desire contributes to his impulsiveness at times, to the point where he prioritizes the protection of Mina beyond the continued existence of time and the universe. Though Ugo managed to convince Benito not to go to World A000 by pointing out that he's out of shape and wouldn't be able to return to continue leading the Tom Toms due to a lack of energy on the Benito Battleship, he also contributed to the stealing of time crystals from World B1Q64 himself while riding a Tom Tom Bike. His commitment to treasure seems equal in strength to that to romance, however, as he rejected the medal sent by the Time Factory for helping in saving the universe while proceeding to lead the Tom Toms into World 5J7A, endangering its existence, to continue stealing while expressing no concern over potential catastrophes in the future despite having caused the World B1Q64 and Big Crystal incidents.

Appearances

BLiNX 1

Opening

Short cinematics in small number of levels

The Benito Battleship

BLiNX 2

Prologue

All Tom Tom cutscenes

All Tom Tom levels

Round 6 (boss, post-boss)

Bombay (Protagonist)

"Do you have any idea... what that is? Give that... back... now."
"I don't know and I don't care! I'll be eating steak for dinner tonight!"

— Bombay's exchange with an incapacitated member of the Retrieval Team

Bombay, leader of the team chosen to fight at World A000 is a Tom Tom that greatly contributed to the Tom Tom Gang's collection of Big Crystal fragments during the Big Crystal incident. He acquired four Big Crystal fragments for the Tom Toms throughout the incident, two of which were stolen from the Time Sweepers, including:

1. Stolen from Retrieval Team on the Half and Half World

4. Taken from Tundragon in the Pirates' Graveyard

7. Taken from Shadow Claw in the Outside In World

2, 3, 5, or 6. Stolen from the Time Factory

In addition to acquiring Big Crystal fragments, Bombay stole a variety of other implements that aided the Tom Toms throughout the Big Crystal incident, including Time Sweeper technology necessary to produce the Tom Tom Radar to search for Big Crystal fragments, the time control neutralizer kept in the Destiny Ruins (subsequently mass produced for all Tom Toms), a tank left in the Pirates' Graveyard (used to retrieve Big Crystal fragment #4 and later given to other Tom Toms as well), and the Flight Stone on Sky Island (used to upgrade the Benito Battleship and allow for an escape when Time Sweepers invaded the Tom Tom HQ).

As such, Bombay's team was considered to be the Tom Tom Gang's "very best pigs" by the Big Crystal incident's end, leading to Bombay being sent to World A000 with the Tom Toms' four Big Crystal fragments and a multi-lock-on system, which he gave to Furball to enable his defeat of the Scissor Demon.

Despite his exceptional stealth abilities (aided by the Tom Tom Gang's space controls), Bombay has a rather reckless demeanour and exercises little caution on most missions, loudly expressing his dismay at being given used cans of paint by Carlos during his first invasion of the Time Factory and riding a tank off of a sheer cliff in the Pirates' Graveyard. Similarly, he expresses no concern over the Time Sweepers' warnings of the end of the world, stating that only the impending reward interests him.

Appearances

BLiNX 2

All Tom Tom segments

Caio

Caio, leader of Team Lone Pig, is a Tom Tom that searched for Mina on Benito's behalf throughout the Big Crystal incident as a part of Mission Locate Cute Mina (according to cut content). As Mina was not in any physical location, he was unable to find her. He also began his search with no information aside from Mina's name, furthering preventing progress, though he was later provided with an artistic rendition of her appearance by Benito. His search for Mina began in the Dark Valley World.

Caio at the Graveyard of Ships

His team was eventually assigned on another mission in search of a Big Crystal fragment in the Graveyard of Ships, in which he encountered a large time monster, the Tundragon, that resisted all attacks and convinced Caio to abort the mission in fear and frustration. This prompted Benito to order other Tom Toms to acquire a tank in the Graveyard of Ships to defeat the monster, which Bombay promptly accomplished before retrieving the Tundragon's Big Crystal fragment (#4).

Caio in the Dark Valley World

Caio shows visible annoyance at the missions his team is forced to undertake throughout the Big Crystal incident, likely due to the unreasonable nature of searching for an individual with no information and attempting to defeat a large monster with weak weapons. He wields a grenade launcher.

Appearances

BLiNX 2

Tom Tom post-training

Tom Tom Round 3 pre-boss

Tom Tom Round 5 pre-boss

Caio with Cino and two other Tom Toms

Carlos

"That would have been excellent if it had been anything like what I wanted you to do."

— Carlos

Carlos, as he appears in his "Bromide" photo

Carlos is a member of the Tom Tom Gang, though he runs the Tom Tom shop and holds training sessions rather than stealing from other worlds as most do. In a similar vein, he dons an irregular outfit, wearing a beanie in place of a helmet and suspenders.

His stock in the shop includes weapons, weapon accessories, space controls, food, and clothing, though the latter is primarily of a comical variety. The products sold are Tom Tom products, as shown on the labels of many. For convenience, he made a shortcut from his shop to the locker rooms (citing boredom). His training of other Tom Toms includes both new recruits and experienced members taking a rank up exam, in which case he awards the member with a new badge upon passing. Similarly, he oversees the integration of new members into teams of Tom Toms, requiring a new member to pass a training activity before being registered. In addition to mandated training, he also offers training exercises that can be undertaken at will, giving tokens based on performance that can be exchanged for prizes. The greatest prize, given only to Tom Toms who turn in all attainable tokens simultaneously, is a photo titled "Bromide," which is a full-body shot of Carlos himself, likely as a joke. All training exercises take place outdoors at the Tom Tom HQ. Notably, he is capable of operating a tank before the Tom Tom Gang ever acquires one.

The demeanour of Carlos varies strongly, ranging from patient and supportive of Tom Toms in training to mischievous, irritable, or sarcastic. Though he doesn't show ill will towards Tom Toms in training, he comments on the performance of Tom Toms returning from other worlds to exchange their findings for gold, oftentimes in a derogatory manner. Tom Toms who exit his shop without making any purchase are often berated, as well. Bombay also suggests that he's dishonest, claiming that he was sold empty cans of spray paint that Carlos insisted were new.

The Tom Tom shop member card

Appearances

BLiNX 2

In shop and for rank-up exams

Cino

Cino is a highly-ranked Tom Tom, often interacting directly with Benito alongside Ugo. His role in the Tom Tom gang is primarily comprised of highly technical matters and logistics, though he also communicates with Tom Toms during their missions.

Cino on the Benito Battleship after its escape from the Tom Tom HQ

He handles a variety of matters, though he is primarily used by Benito for technical solutions to problems and operation of complicated Tom Tom technology. As such, he handles matters related to teleporter coordinates, monitoring worlds during missions for events such as warp signals from Time Sweepers, calling in Tom Tom Bikes remotely, and analyzing stolen technology for mass production. To this end, he reverse engineered the Tom Tom Radar (created from stolen parts from the Time Factory), the time control neutralizer, and the G3000 RAY throughout the Big Crystal incident. He also plays some role in the production or supplying of space controls, being told by Benito at one point to "hurry up with those time grenades" (in cut content). Cino also often communicates with Tom Toms on missions in order to guide them and provide them with information. He does so with Ugo, who occasionally offers alternative (more destructive) solutions.

Cino, second from the right, without his green outfit

Cino has a more educated background than most Tom Toms, describing many years of studying time-related phenomena such as time vortexes and demonstrating an understanding of other interactions such as the destruction of time spheres of the time control neutralizer's negation of time controls, though he remains unaware of certain topics known well to the Time Sweepers, such as the existence and role of the Goddesses, the Big Crystal, the Ruins of Time, or World A000. He shows an interest in legends such as those told to him by his grandfather of the time control neutralizer (specifying its exact location) and a stone tablet's description of the Goddesses' destruction of the world.

Appearances

BLiNX 1

Opening

BLiNX 2

Prologue, Tom Tom Opening, All Tom Tom levels, All Tom Tom cutscenes

Fourth Tom Tom

The Fourth Tom Tom is a member of the Tom Tom Gang that occasionally appears in close proximity with Benito alongside Cino and Ugo.

The fourth Tom Tom (second pig from the left) with the other three and Benito

As with Cino and Ugo, the Fourth Tom Tom had been a member of the Tom Tom Gang for a significant span of time by the Big Crystal incident, having been present during the B1Q64 incident as well (though he wore the standard red outfit, much like Cino). His proximity to Benito suggests that he is a high-ranking Tom Tom, though his role is unclear, as he does not seem to communicate with other Tom Toms as Cino and Ugo do. It's possible that he undergoes missions in other worlds along with most other Tom Toms. When the Tom Tom HQ is attacked by Time Sweepers, he is present on the Benito Battleship that escapes.

The fourth Tom Tom (left), wearing blue instead of red

His later appearance bears a very strong resemblance to Caio, wearing the same outfit and sporting the same moustache, though he has a much wider head and longer ears than Caio, allowing the two to be distinguished.

Appearances

BLiNX 1

Opening

BLiNX 2

Round 6 (post-boss)

Matteo

"Boss, we screwed up..."

— Matteo

Matteo at the Ever Snow World

Matteo, leader of Team Pigtail, is a Tom Tom that searched for and acquired a Big Crystal fragment for the Tom Tom gang during the Big Crystal incident.

Early in the Big Crystal incident, Matteo and his team travel to the Ever Snow World, eventually finding a Big Crystal fragment (#2). The team was unable to return the fragment to the Tom Tom HQ, however, as it was stolen by Team NecoJi during a confrontation quickly ended by the use of a pause time control. This incident prompted Benito to demand the disabling of the Time Sweepers' time controls, leading to Bombay's mission in the Destiny Ruins to steal the time control neutralizer. Additionally, Matteo was left without dinner that day (according to cut content). He later learned how to bypass Guard Sweepers' time barriers, explaining the process to other Tom Toms much to Benito's delight, though Benito himself took credit for the discovery in his place.

Similar to Cino and Ugo, Matteo is more often in close proximity to Benito than other Tom Toms, and his outfit is the old Tom Tom outfit with the shirt's colour altered. Additionally, Matteo has a tattoo on his right arm. He wields a grenade launcher, doing field work unlike Cino and Ugo, though he also appears much less confident and reliable in his work than they do as well.

Appearances

BLiNX 2

Prologue

Tom Tom pre-Round 1

Tom Tom pre-Round 2

Tom Tom Round 4 pre-boss

Tom Tom Round 5 pre-boss

Sweeper Round 5 post-boss

Nino

Nino under attack at the Destiny Ruins coliseum

"Do not bother me during mealtime!"

— Nino

Nino, leader of Team Eat Or Die, is a Tom Tom that aided the Tom Tom Gang during the Big Crystal incident. Though he didn't contribute to the gang's collection of Big Crystal fragments, he acquired information that contributed to the gang's limited understanding of the incident itself.

Nino's earliest contribution to the Tom Tom Gang during the Big Crystal incident was searching for Big Crystal fragments in Destiny Ruins, although his team's efforts were unsuccessful. The team later encountered Team Blinx at the coliseum, prompting a transmission requesting backup that was fulfilled by Bombay, forcing Blinx's team to retreat. Before returning to the Tom Tom HQ, however, Nino's team found a stone tablet that was taken as a souvenir for Cino's grandfather (according to cut content). Decoding the tablet revealed the existence of the Goddesses and their destruction of the universe when they feel that time is not appreciated (such as when the Big Crystal is destroyed). He later travelled to the Time Oil Well World, in which he encountered time monsters with barriers and complained of being frightened. He opted to leave immediately, warning other Tom Toms of the danger.

As is the case with many other Tom Toms, Nino has a strong appreciation of food, particularly meats, having named his team in accordance with this appreciation and almost always eating while sending transmissions. He often eats meats that appear to be variations of ham. Additionally, he refuses to be interrupted during "mealtime," which may take place in other worlds while on missions.

Appearances

BLiNX 2

Tom Tom Round 2 (pre-boss, post-boss)

Tom Tom Round 3 (pre-boss, post-boss)

Tom Tom Round 5 pre-boss

Robbie

Robbie, the leader of his respective team, is a member of the Tom Tom Gang that was present during the Big Crystal incident. Despite his involvement, however, he played little to no role in the incident's actual events.

Full body shot of Robbie

His largest contribution to the Big Crystal incident was advising Bombay during his infiltration of the Time Factory to acquire parts for the Tom Tom radar. Robbie's team was also attempting to steal the same parts at that time, though he was unable to find a way to progress past security, prompting Bombay to disable the area's security measures. Despite this being done to aid Robbie, however, Bombay was the one to find the parts and return them to the Tom Tom HQ. Robbie also gave advice to Bombay during his encounter with the Retrieval Team on Weis Island in the Half and Half World before stealing its Big Crystal fragment (#1).

Robbie's appearance differs from that of most Tom Toms, as he does not wear the traditional striped shirt or solid helmet with red goggles, instead wearing a solid green shirt to match the green camouflage on his pants and helmet, which has blue goggles. His weapon appears to be a variety of assault rifle, though its particular model is not found in the Tom Tom Shop.

Robbie (bottom left, in green) celebrating after the battle at A000, weapon in hand

Appearances

BLiNX 2

Tom Tom Round 1 (pre-boss, boss)

Tom Tom Round 2 (boss)

Ugo

"The cannon again?! Why not?! Fire! Shoot! Crumble!"

— Ugo

Ugo on the Benito Battleship

Ugo is a highly-ranked Tom Tom, often interacting directly with Benito alongside Cino. His role in the Tom Tom Gang is primarily comprised of providing communication between Benito and other Tom Toms, alerting the former of important information uncovered by the latter or directing Tom Toms based on others' input.

His role strongly overlaps with that of Cino, though he seldom mentions technical matters in any capacity despite occasional demonstrations of a certain understanding of them, such as the considering mechanics of sending pigs to other worlds and performing energy calculations involved in doing so. Ugo appears to function as a check of sorts on some of Benito's more immature tendencies, attempting to convince him against acting on impulses such as leaving for World A000 alone or (in cut content) demanding that a Tom Tom returning from a mission stops to steal another artifact that caught his attention. He has also done field work, however, having left a flamethrower in the Pirates' Graveyard while looking for weapons there, and he was present alongside Cino, Matteo, and Benito when the Big Crystal was destroyed at the beginning of the Big Crystal incident. As Cino does, Ugo also frequently communicates with Tom Toms during missions, usually aiding in addressing threats such as Sweeper patrols. His suggestions, however, tend to favour violence and destruction much more than Cino's. As is the case with Cino, Ugo was aboard the Benito Battleship when it fled the Tom Tom HQ as Time Sweepers invaded.

Appearances

BLiNX 1

Opening

BLiNX 2

Prologue

Tom Tom Opening

Tom Tom post-training

All Tom Tom levels

Tom Tom post-Round 1

Pre-Round 6

Others

All parties not directly affiliated with the Time Sweepers or Tom Toms are included in this section, which includes time monsters, divine beings, and natives of other worlds. Entries are still ordered alphabetically, though titles are ignored in alphabetization.

Goddesses of Time

The painting of the Goddesses adorning the ceiling of the Time Factory control room —note the cat sitting beside them

"Time is like a treasure. Yet so few... Understand its true value."

— Goddesses

Though the Time Factory distributes time, the origin of time lies in three goddesses who work together to produce time. They may also disrupt time, which resulted in the Big Crystal incident.

Each goddess has a role in creating time. One spins time via a spinning wheel, another measures time, and the third cuts it. How this time reaches the Time Factory and is further processed is unclear, though the Time Factory was created by the Goddesses at the universe's beginning over 25 billion years prior to the Big Crystal incident as a part of distributing time to the many worlds.

The relationship between the Goddesses and mortals varies, as many are unaware of their existence, including very advanced civilizations such as the Tom Toms. Time Sweepers know of them, but are inconsistent in referring to them, using both plural and singular. This may result from the Goddesses speaking and acting in unison (but using "we"). A distinction between the three exists, however, as stone tablets created with the universe refer to Mina as the daughter of the third, though they also collectively refer to her as "our Mina," making the matter unclear. This daughter was sent by the third to ensure that mortals used time wisely, as the third goddess would cut the threads of time.

This threat was realized when the Big Crystal was destroyed by Benito, initiating the Big Crystal incident. Despite Mina's protests, the Goddesses sent time monsters throughout worlds and allowed time to flow between them in order to empower those monsters, which were further aided by Big Crystal fragments. They then dropped the scissors on World A000, which turned into the Scissor Demon, a nearly invulnerable time monster that was only defeated by all Big Crystal fragments being fired into its body by Furball (with the help of Bombay). Realizing that the Scissor Demon's defeat resulted from Mina's plan for Time Sweepers and Tom Toms to collect Big Crystal fragments and save the universe, the Goddesses finally decided to preserve time.

The Goddesses' scissors that later became the Scissor Demon

Appearances

BLiNX 2

Sweeper Opening, Sweeper Round 5 post-boss, Round 6 post-boss

Princess Lena

Princess Lena as she appeared during the B1Q64 incident

Princess Lena is an inhabitant of World B1Q64. Unlike the rest of her world's population, she was unharmed throughout the World B1Q64 incident, as she had been taken by the Tom Toms.

Despite having a degree of involvement in the World B1Q64 incident, she had little to no influence on any party involved until the incident's resolution with Blinx's defeat of the Chronohorn. She did provide resistance while captured, even kicking and knocking over Benito (and shocking those around her) during the Tom Toms' transmission to the Time Factory detailing the destruction of World B1Q64 before asking for help, though her only appearances from that point onward were with Benito as he rode a Tom Tom bike through various locations in the world. Her plea during the transmission sparked Blinx's infatuation with her that resulted in his efforts to save World B1Q64.

For reasons that remain unclear, Lena was unconscious and no longer in the possession of the Tom Toms (who had presumably fled or been incapacitated by the Chronohorn prior to Blinx fighting it) when her world was cleared of the last of its time monsters. She was left on a bench by Blinx, who explained that time had been restored (though she was still unconscious) and returned to the Time Factory despite Lena's protests as she awoke. Using the time crystals that Blinx had collected, however, she was able to rewind time prior to his departure in order to thank him in person, though she also wrote a letter detailing her gratitude as well.

Appearances

BLiNX 1

Opening

Ending

Princess Lena resisting Benito during a transmission after her capture by the Tom Toms

Mina

Mina, the daughter of the goddess that cuts time, is a divine being that played a significant role in the development and resolution of the Big Crystal incident.

Mina, as she appears in Benito's dream

Ancient legends inscribed in stone tablets state that Mina had been "born from the Eye of the Goddess" (Big Crystal) and sent to watch over the world and determine whether time was used wisely by its inhabitants. Should she report anything to the Goddesses that offends them, the threads of time would be cut, disrupting the time flow of the entire universe.

When the Tom Toms destroyed the Big Crystal, the Goddesses were quickly aware despite no apparent communication from Mina, resulting in their reaction as predicted by legend. Mina protested, though the Goddesses refused to refrain from destroying time, forcing her to guide the Time Sweepers and Tom Toms to prevent the universe's destruction instead. Her appearance before the Time Sweepers was limited entirely to a single unidentifiable appearance on the monitors of the Time Factory control room, which succeeded in indirectly alerting the CEO of the Big Crystal having been broken. This led to the Time Sweepers' efforts to recover the Big Crystal throughout the rest of the incident. Her interactions with the Tom Toms were more numerous and involved, in which she pleaded with Benito in his dreams for the gathering of the Big Crystal fragments and provided small pieces of information, such as the dreams of those who have touched the Big Crystal becoming real. This convinced Benito to force the Tom Tom Gang to acquire the four Big Crystal fragments that the Time Sweepers did not, allowing for the entire crystal to be used to defeat the Scissor Demon in World A000. Following the Scissor Demon's defeat, the Big Crystal reformed with Mina appearing alongside it and then in front of Benito to offer her gratitude. The Goddesses expressed pleasure with her actions and stated that they would not destroy the world as originally intended as a result of her help.

Appearances

BLiNX 2

Tom Tom Opening

Tom Tom pre-Round 2

Tom Tom Round 3 post-boss

Round 6 (pre-boss, post-boss)

Time Monsters

Time crystals created by glitches in time will eventually become time monsters if not tended to, which act hostile towards any nearby life. Eradicating time monsters is one of the primary jobs of a Time Sweeper and poses many of the job's hazards. As most life in a world disappears when its time is broken, time monsters do not have the opportunity to attack their world's inhabitants, though travellers from other worlds such as Time Sweepers and Tom Toms must take care to defend themselves.

A spiker (left) and chrono blob (right)

A dust keeper

The appearances and abilities of time monsters vary incredibly. Most time monsters, however, can be classified into distinct categories (such as the spiker or octoballoon) based on their behaviour and, to a lesser extent, their appearance. Keroppers, for example, will eat projectiles fired at them from the front and grow in size, whereas kerofish will do the same without growing (even including bullets and lasers, though bombs will explode and damage both from the inside). Colours of a specific time monster vary, correlating with resilience and the amount of time energy absorbed. Time monsters that have absorbed sufficient amounts of energy may become extraordinary large and powerful variants of more common time monsters or new time monsters entirely. Energy is absorbed through time crystals, which in the Big Crystal incident included Big Crystal fragments that were sufficient to create large time monsters on their own. A defeated time monster will drop the crystals it has absorbed, which served as the primary way of recovering Big Crystal fragments in the Big Crystal incident. Time monsters that have absorbed large amounts of time energy may also grow time barriers (which must be destroyed by an attack while a time control of the same type is active), have adverse effects on the worlds in which they reside (such as cutting off power), or even explode and irreparably damage the world as nearly occurred in the World B1Q64 incident.

Two variants of the octoballoon

While the mere existence of time monsters is capable of wreaking havoc on a world, their conscious actions can impede any present life as well. In addition to attacking directly, usually through charging or firing projectiles after becoming aware of a target (signalled by a distinct

sound made by the monster), some time monsters have shown a limited degree of intelligence in stealing objects required for Time Sweepers to progress in a world, though this may have been coincidental rather than a conscious effort. They otherwise show little regard for self-preservation and attack blindly, potentially impacting a solid object or falling into a gap, although they appear capable of experiencing pain as indicated by the cries of some when injured and the panic induced by being engulfed in flames (as is common when the TS-3000F is used).

Despite the risks involved, destroying time monsters can be somewhat lucrative beyond simply ridding a world of instabilities in time. The time crystals that result can be sold for substantial profits, as can any other remains of the monsters (such as the orbs upon which dust keepers stand or parts of trash robots).

A variant of the spiker

A kerofish with a time barrier

A skeleton rock

The keropper (left) and kerofish (right), similar in behaviour but not appearance

SWEEPERS

Time sweepers, often referred to as simply sweepers, are the primary weapons of the Time Sweepers (note the difference in capitalization), the highest trained employees of the Time Factory. Their primary functionalities are acting as a projectile weapon and allowing the user to manipulate the time of the environment. Only Time Sweepers carry them, and they are never seen on missions without one or potentially two. Time Sweepers are initially given a basic model (which has changed over time), though they may buy others at the Time Factory shop and carry up to two simultaneously.

Details of the TS-5000X sweeper

A time bowl

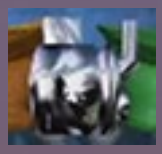
Both of a sweeper's functionalities rely upon resources common in the worlds in which a Sweeper's missions take place. Time sweepers can fire nearly any object (the sweeper's power permitting), up to and including massive 16 tonne weights, which is loaded beforehand by sweeping the object as with a vacuum (hence "sweeper"). This eliminates the need to carry ammunition, as any object in the mission world can be used as a projectile, though Sweepers may also buy specialized ammunition (bombs, missiles, spikes balls, etc.) from the Time Factory shop. Sweepers are capable of containing a vastly greater volume than they occupy, allowing for a large number of such large objects to be inside the sweeper at once. This capacity is further upgraded by installing sweeper packs of greater capacity, though low level sweepers cannot utilize the largest sweeper packs (Lv1 can only use M, Lv2 can only use L, and Lv3 can only use XL, each with increasing capacity). A sweeper's performance as a weapon is in no way affected by submersion in water or other substances. Time controls are triggered through the use of time crystals, most of which are not sold in the Time Factory and must be acquired in the field (the exception being retries). Multiple crystals of a given type are required to use a time control, and these crystals are stored in the sweeper itself rather than on-hand by the user (and can even be swept in a manner similar to trash). The maximum capacity of time controls of a sweeper varies by model, although it can be upgraded through the use of time bowls available at the Time Factory shop.

The six varieties of time crystals (left to right, top to bottom): rewind, fast forward, pause, record, slow, and retry

Later variation of the Sweeper Pack L

The time controls can then be activated by the user at will, with the exception of the retry control. Multiple time controls may also be used simultaneously if the sweeper has a combo cartridge installed, which attaches to the ventral side of the neck and body. A Sweeper must also be properly trained before being allowed to use a combo cartridge. Finally, a Time Sweeper may use their sweeper as a blunt force weapon, though such an approach does relatively little damage and has a negligible effect on time monsters beyond potential stunning. When not in use, the sweeper's neck and handle can be retracted for more compact storage, usually on the user's back.

Which sweepers continue to be used and in what ways they differ has changed between the World B1Q64 and Big Crystal incidents. The TS-1000, for example, fell out of use, and modern sweepers have built-in lock-on systems. They have mostly retained their naming scheme ("TS-" followed a model number) and are still categorized by level (ranging from Lv1 to Lv3), though the distinctions between levels have changed. Whereas higher levels used to only be capable of sweeping larger trash, later models also have increased maximum trash and time bowl capacity, which can be further upgraded. Additionally, a small number of models have a + following their level to indicate unique abilities, such as sweeping water or fire.



A combo cartridge

The effects of various time controls can vary depending on the context in which they're used. The time controls are as follows:

Rewind (REW)

The rewind time control, available to all Time Sweepers, temporarily reverses time for the user's surroundings, commonly used to repair damage to a vital structure and then remove the damage's source. As such, rewind can be used to alter causality in a manner not possible with other time controls. Rewind may also regress the age of certain parts of the environment to a disproportionate degree compared to the rest of the surroundings, as a falling boulder may travel ten seconds back in time while a plant will travel to its stages of infancy. However, in such cases the affected object will again reach its normal age shortly after the time control's effect comes to an end. More mundane utilities for the rewind control include stalling certain events (even moreso than a pause) or preventing hostile creatures from noticing the user, as they are forced to move backwards in time rather than responding to the user's presence, which cannot be noticed at all until after the time control ends.

The six time controls and their symbols

Fast Forward (FF)

A Time Sweeper jumping while using fast forward

The fast forward time control, which Time Sweepers may only use after receiving training to do so, affects both the user and their surroundings, doubling the passage of time for both. Time does not progress exactly as normal, however, as the user is capable of leaps clearing very large gaps for the control's duration, as gravity is unaffected. Fast forward is particularly useful when combined with another time control in a time control combo, as only the user will travel at an accelerated speed and thus be able to cover a greater distance before the time controls' end or outrun opponents to a greater extent than possible otherwise.

Pause

The pause control, available to all Sweepers, is among the most versatile. While pause is in effect, time is halted entirely for the user's surroundings. This allows for manoeuvring of hazardous terrain, reacting to opponents, or otherwise performing multiple actions simultaneously in a single instant, though certain actions cannot be performed due to complications such as machinery not performing when paused. Pause may also be activated remotely from the Time Factory as a reactive in order to protect a Time Sweeper.

Record (REC)

A Time Sweeper (left) and his recording (right)

Record, available to Sweepers who have received proper training, allows the user to progress normally through time for a short period before they're rewound back to the point at which the time control was initiated. A recording will then perform the user's actions again while the user themselves may do as they wish. This allows the user to be in two places simultaneously in order to clear obstacles or engage in combat (especially as both the recording and user have separate ammo reserves). Although the recording may be cut short and the user returned to the point of initiating the control if the user is harmed while recording, the user also has limited protection while recording, such as an ability to resist greater temperatures.

Slow

The slow time control, available only to Time Sweepers trained for its use, halves the passage of time for the user's surroundings. Many of the applications of slow are shared with the pause control, although certain limitations caused by pause's complete lack of the passage of time (such as the halting of machinery) result in slow being more appropriate for certain situations. Additionally, the slow control allows the user to better react to events as they occur rather than simply stalling them as occurs when a pause is used. As such, slow may also be activated remotely from the Time Factory as a reactive for a Time Sweeper's protection. When used in a time control combo, slow has the unique

effect of doubling the length of the control it's combined with. Pause takes priority over slow, simply resulting in a longer pause control, whereas time will progress forwards or backwards for the user's surroundings at half speed when slow is combined with other time controls.

Retry

Retry, available to all Time Sweepers, is a purely defensive time control that is used to reverse time for both the user and their surroundings when the user is incapacitated. As such, retry is not activated manually, unlike other time controls, and cannot be used in a combo with any other. If the retry ends at a point during which the user was using another time control, that control will end immediately and normal time flow will resume for the user and their surroundings. The point to which the retry rewinds time may varies, although it usually leaves the user such that no hazards are immediately nearby when possible.

While a Time Sweeper may usually safely rely upon time controls once they're activated, some situations exist in which they may be disrupted. Sufficiently powerful time monsters, such as the Chronohorn, may absorb time controls when they're used, and technology exists to cancel time controls once they have been initiated. The earliest known form of such technology is the time control neutralizer, kept in the Destiny Ruins, though the Tom Tom Gang stole the device during the Big Crystal incident and mass produced it after analysis, allowing Tom Toms to be impervious to time controls from that point onwards.

The original time control neutralizer, found in the Destiny Ruins and mass produced by Tom Toms

TS-1000

"This is our most popular sweeper. Anyone can use it easily."

— Catherine

"This is a vintage item. Its performance is OK."

— Jimmy

The TS-1000 from multiple angles

The TS-1000 is among the most basic of sweeper models and was the most popular at the time of the World B1Q64 incident, though it had widely fallen into disuse by the time of the Big Crystal incident and was then considered a "vintage item." It still, however, remained available for purchase at the Time Factory shop.

The TS-1000 features a relatively plain design, with a solid body, a generic clock, and few buttons. A solid white Time Factory logo can also be seen on the face opposite that of the clock. These characteristics appear to have served as the base for later models at the time of the World B1Q64 incident with similar shapes and other slight modifications, primarily the bell and clock. The effective area of the sweeper while in use has a blue tint, allowing the user to determine whether they are within the necessary distance to sweep an object. As a Lv1 sweeper, it's only powerful enough to sweep small objects, and its sweeping speed is very slow.

Although the model was in very widespread use during the World B1Q64 incident, it was also notably used by Blinx during his clearing of the world of time monsters. Among the few users of the TS-1000 during the Big Crystal incident is Chron, although he does not use it as his primary weapon, favouring the TS-2000 Flame instead. TS-1000s during this period, however, lack the Time Factory logo on the back, like all sweepers at the time of the Big Crystal incident, and no longer produce a tinted area of effect while sweeping. The sweeping speed has also increased dramatically, though it is still slow compared to other models of its time, and it is now capable of locking onto opponents as other modern sweepers are.

TS-2000 Series

The TS-2000 series can be separated into two distinct waves, one sold at the time of the World B1Q64 incident and another sold at the time of the Big Crystal incident. The first is comprised entirely of specialized sweepers that are equipped with unique abilities not found in other models (hence having a + in their level), whereas the second is merely two very basic sweepers with abilities comparable to those of the TS-1000. Whereas the first wave was only sold during the World B1Q64 incident, the second was only sold during the Big Crystal incident, though the first had not completely fallen out of use yet.

All sweepers from the first wave lack a bell or any buttons, making them more simple in appearance than the other sweepers of the time. The second wave also lacks bells (though all sweepers designed around the time of the Big Crystal incident share this characteristic), though buttons on the body of the sweeper return. Similarly, all of the first wave models have the Time Factory logo on the back of the body, whereas the second wave models lack them (as all sweepers at this time do).

TS-2000 Aladdin

"This one sweeps sand. And boy, is it fast!"

— Catherine

Notice the sweeper's desert camouflage pattern

The TS-2000 Aladdin is distinguished by its sweeping speed and ability to sweep sand, the latter of which resulted in its designation as a Lv1+ sweeper (note that the sweeper is Lv1, unlike the other models from the TS-2000 series at the time). The sweeper's primary application is removing sand in search of other objects hidden inside, as any such objects will not be swept with the sand itself. Whereas the rest of the TS-2000 series has unremarkable sweeping speeds, the TS-2000 Aladdin had virtually unrivalled sweeping speeds for its time, matching even some models produced during the Big Crystal incident.

As is the case for all TS-2000 models, the TS-2000 Aladdin lacks a bell of any sort, and it lacks any visible buttons as the TS-2000 Flame and TS-2000 Freeze do. The body and neck are covered in a desert camouflage pattern that was also available on certain garments available in the Time Factory shop at the time, appropriate due to the sweeper being made for worlds with an abundance of sand. In a similar vein, the effective area of the sweeper is illuminated with a golden glow that's similar in hue to its body. As with most sweepers at its time of production (and other TS-2000 models at the time), the Time Factory logo is visible on the back of the sweeper, albeit slightly smaller than usual.

TS-2000 Flame

"This can sweep fire. It's good against certain monsters."

— Catherine

Notice the sweeper's complete lack of buttons or a bell

The TS-2000 Flame is a Lv2+ sweeper characterized by its ability to sweep flames, earning the addition of + to its level. Projectiles fired by the sweeper are also heated to the point of being enveloped in a red glow, aiding in the defeat of some time monsters. The model's functions are otherwise unremarkable for a Lv2 sweeper.

Use of the sweeper is standard aside from the user being able to sweep flames as if they were a physical object. This appears to slowly stifle the flame, as the the flames must be swept continuously for a short period of time to prevent the fire from returning. A Time Sweeper may choose to wear their goggles when doing so. Sweeping flames does not give the sweeper ammunition of any sort, though doing so would be redundant due to the additional feature of heating any fired projectiles. This unfortunately has no effect in most scenarios, although cases exist where a particular time monster (namely the water dragon) is greatly weakened by the additional heat.

The TS-2000 Flame's aesthetic is entirely centred around its defining feature, with a colour scheme and body modelled after a flame. The effective area of the sweeper is similarly illuminated a deep red when sweeping. Like the other early TS-2000 models, the Time Factory logo can be seen on the back of the body.

The model had ceased to be produced by the time of the Big Crystal incident and could no longer be bought in the shop. However, it had not gone out of use entirely, and is the primary sweeper used by Chron, one of the Time Sweepers that made the greatest contributions to the Time Factory's efforts during the crisis.

TS-2000 Freeze

"This can sweep water. It's good on fiery monsters."

— Catherine

Notice the "spout" on the neck of the sweeper

The TS-2000 Freeze was a Lv2+ sweeper produced and sold during the World B1Q64 incident. The + in its level is indicative of its ability to sweep small pools of water. Much like the TS-2000 Flame, projectiles are also modified in such a fashion that some time monsters are defeated more efficiently. It was sold during the B1Q64 incident as a part of the initial line of TS-2000 models, but was no longer produced, sold, or used in any known capacity by time of the Big Crystal incident.

The function of the TS-2000 Freeze is identical to other Lv2 sweepers in most circumstances, with the primary exception being emptying small volumes of water (about an order of magnitude beyond its own volume). This limits the application of the sweeper, as such water is not ordinarily a threat as fire is in the case of the TS-2000 Flame (possibly explaining its discontinued use). Despite the water being a physical object that occupies its own volume, it does not occupy any space used for ammunition and cannot be fired as a projectile. The sweeper's secondary ability, from which its name is derived, is greatly cooling any projectile it fires. Much like the TS-2000 Flame's heating of projectiles, this seldom provides any functional difference from the standard projectiles fired by time sweepers, although it may greatly weaken some monsters (such as the fire dragon).

In appearance, the sweeper exceeds even the TS-1000 in simplicity, lacking a bell or buttons with only a single additional implement, a faucet on the far end of the neck. This may be decorative (similar to the the TS-2000 Flame's fire-inspired shape), or the faucet may hold some function such as allowing the sweeper to be emptied of collected water. As with other early TS-2000 models, the TS-2000 Freeze has the Time Factory logo on the back of the body and produces a coloured tint in its effective area while sweeping, which is blue for this particular model.

TS-2000

"This is our most popular sweeper, nice and easy to handle."

— Jimmy

Notice the resemblance to the TS-1000 and additional button

The TS-2000 is the first of the two sweepers comprising the second wave of the TS-2000 series and functions as the basic starting sweeper for all Time Sweepers around the time of the Big Crystal incident, having replaced the TS-1000.

As a Lv1 sweeper, the TS-2000 has virtually no notable qualities and a low sweeping speed compared to other models of its time. Its colour scheme strongly resembles that of the TS-1000, although the bell has been removed, an additional button has been added to the body, the body's shape has been greatly changed, and, like all other sweepers of its time, there is no longer a Time Factory logo visible on the back side of the body.

The sweeper's popularity appears to originate entirely from its cheapness at the Time Factory shop and status as the starting sweeper for new Time Sweepers, as many Time Sweepers opt to replace theirs with other more powerful models with greater trash capacity, greater time control capacity, the ability to sweeper larger trash, and improved sweeping speeds.

TS-2100

"It's a variation of the TS-2000. Choose whichever suits you best."

— Jimmy

Notice the resemblance to the TS-2000

The TS-2100 is a sweeper model functionally identical to the TS-2000 with only visual differences, meaning that it is a Lv1 sweeper with low sweeping speeds, low trash capacity, and low time control capacity. Although this model's existence allows for new Time Sweepers to have a choice in which sweeper they use, the TS-2000 is significantly more common, potentially due to the TS-2100 costing 50% more than the TS-2000 (although this is only a difference of 200 G).

TS-3000 Series

The TS-3000 series is more recent than many others, not having been in production during the World B1Q64 incident and beginning production at a later point prior to the Big Crystal incident. All models in the series are Lv2 sweepers with names comprised of "TS-3000" followed by a single letter for differentiation. Despite being a part of the same series, however, the three models function drastically differently from each other by sweeper standards.

TS-3000S

"This is an upgraded version of the classic with a higher sweeping speed."

— Jimmy

Notice the V-shape, as seen in multiple other models

The TS-3000S is a basic Lv2 sweeper with the improved trash capacity, time control capacity, and sweeping power compared to Lv1 models that such a designation implies. The TS-2000 was used as the base for the design, even including the same number of buttons on the body (albeit in a different location), although it's very visually distinct with a more angular body and a colour scheme taken from the TS-2100. As one may expect, the T-3000S also has improved sweeping speeds compared to the TS-2000, resulting in a strict improvement from the previous model.

This model is considerably more plain than the rest of the TS-3000 series, hence it's designation of an "S" that likely signifies "standard." As such, the TS-3000S has no benefit to other faster and more powerful sweepers such as the TS-4000, potentially explaining its lack of commonality among Time Sweepers as a whole, similar to the TS-2000.

TS-3000F

"This can only be used as a secondary weapon. It'll light most enemies on fire, but not all of them."

— Jimmy

Notice the metal guard and lack of resemblance to the TS-2000 Flame

As a Lv2 sweeper, the TS-3000F has decent sweeping speeds, power, time control capacity, and trash capacity, but the model is distinguished from similar and superior sweepers by its unique ability to fire trash capable of igniting opponents.

Unlike the visually similar TS-2000 Flame, the TS-3000F is incapable of sweeping flames, resulting in a loss of functionality compared to its older counterpart (as the TS-2000 Flame was no longer sold by the time of the Big Crystal incident, during which the TS-3000F was produced and sold), although the heated projectile feature has been altered. Projectiles are again heated to a red glow, but now ignite many opponents on contact, slowly harming them and often distracting them from the user as they attempt to extinguish themselves. During this time, it's also possibly (albeit unlikely) for the victim to come into contact with others and ignite them as well. The usefulness of this ability is limited, however, by the fact that most projectiles will not harm opponents directly on impact, unlike most sweepers. As such, the TS-3000F is ineffective against some opponents, leading to the sweeper being used exclusively as a secondary weapon. Explosives, however, will still explode on impact but not ignite opponents.

Similar to the TS-2000 Flame, the TS-3000F's appearance is inspired by its unique function, leading to a body resembling a flame in shape. The TS-3000F also has an added metal guard around the body, presumably to protect the user from the heat its projectiles produce. The colour scheme differs strongly from the TS-2000 Flame, however, having dispensed of the orange base in favour of black and introduced a glow to the red portions of the sweeper.

A Sweeper and spiker after the former ignited the latter with the TS-3000F (notice how it glows in the dark)

TS-3000I

Notice the metal guard and ice-like design

"This is an exclusive second weapon. It'll freeze your enemies in their tracks, but it doesn't have attack power."

— Jimmy

Similar to the TS-3000F, the TS-3000I is a Lv2 sweeper with all benefits over other sweepers that such a designation implies, albeit with an additional unique ability that even models with superior specifications lack. As the name and appearance of the sweeper suggest, the TS-3000I is capable of firing projectiles that encase opponents in ice.

Much like the relationship between the TS-3000F and TS-2000 Flame, the TS-3000I no longer has the additional sweeping capabilities offered by the TS-2000 Freeze (meaning that water can no longer be swept), instead further developing its ability to modify trash as it's fired at opponents. Projectiles fired from the sweeper are cooled even more than before, to the point of temporarily encasing most opponents in ice, preventing them from attacking and leaving them vulnerable to the user. Much like in the case of the TS-3000F, this comes at the expense of offensive capability, as the impact of the projectile has no effect beyond freezing, preventing the sweeper from being used to actually defeat opponents. Rather, the TS-3000I must be used as a secondary weapon in conjunction with another model capable of direct harm. As with the TS-3000F, however, explosive ammunition will still explode and do harm without freezing the opponent.

The visual scheme of the TS-3000I is rather obvious, with the body being modelled to appear as a large piece of ice. As with the TS-3000F, a metal guard is attached to the body, presumably to protect the user's hands from the differences in temperature, which leads into a handle attached to the body at only one point. Unlike the TS-3000F, however, this bears little resemblance to its older counterpart, the TS-2000 Freeze.

A Sweeper (right) freezing a spiker (left) with the TS-3000I

TS-4000 Series

The TS-4000 series of time sweepers was the largest at the time of the World B1Q64 incident, with four models available to choose from, although only a single model (the TS-4000 Star) continued to be used until the Big Crystal incident. Despite the decline in size of the series, however, it remains among the most widely used, likely due to the combination of power suitable for most situations and price lower than more advanced sweepers that are more advanced than may be necessary for the average user.

Although the TS-4000 series was the largest, it had no functional variation between its models, which all have identical sweeping speed, power, and other such specifications. All models also produced the same green tint in their effective area when sweeping before this feature was removed from the TS-4000 Star and all other models were decommissioned. The only distinction between each model is purely visual, primarily varying in colour, though other small differences exist as well. The base design of the TS-4000 series strongly resembles the TS-1000 with small modifications, such as the removal of the clock hand in the front face of the body (replacing it with a single rotating graphic), the addition of an another button on the body and yet another on the handle, and a new slider on the body not seen in any other sweeper models. The bell is also larger and much more round than before. Much like the TS-1000 and other sweepers of their time, the TS-4000 models all had the Time Factory logo printed on the back of the body, though this was removed from the star model that continued to be used throughout the Big Crystal incident.

TS-4000 (Star)

"This sweepers up heavy trash. It can do some serious work."

— Catherine

"This one can grab even the biggest trash. You know you've made it when you've got one of these."

— Jimmy

Notice the additional buttons and slider on the sweeper's body

The TS-4000 Star is the most popular of the TS-4000 series, being the only model that continued to be used through the Big Crystal incident, during which it was simply known as the TS-4000. It is a standard Lv2 sweeper without any unique abilities, though its price was significantly lower than other Lv2 models at the time of the World B1Q64 incident. By the time of the Big Crystal incident, it was no longer the most basic of Lv2 sweepers, but rather the most powerful that did not have additional abilities that impeded its basic function (as in the case of the TS-3000F and TS-3000I). It features a blue colour scheme with a star graphic on the front face. The effective area of the sweeper is marked with a green tint.

Like other surviving models from the World B1Q64 incident, the TS-4000 Star had been modified by the time of the Big Crystal incident to match rising standards of sweeping speed (especially for large trash, which the TS-400 Star previously struggled to sweep at a reasonable pace), at which point the Time Factory logo was removed from the back of the body and the sweeper became known as simply the TS-4000 due to other TS-4000 models ceasing to be used. A lock-on system was also introduced, and the green glow of the sweeper's effective area was removed. Despite the model's age, it was the most common of all time sweepers at the time of the Big Crystal incident, with users including Pelon and Picaro from the backup team and Mick, the Sweeper captured by Tom Toms at the Pirates' Graveyard.

TS-4000 Spiral

"The spiral goes round and round. It's enough to make you dizzy."

— Catherine

Notice the non-reflective bell

The TS-4000 Spiral, as a model from the TS-4000 series, is a standard Lv2 sweeper. It is functionally identical to the TS-4000 Star, with the same sweeping speed and power, although it has minor visual distinctions. The colour scheme is primarily green, which is combined with a spiral graphic in the centre, resulting in the model's name. Unlike other sweeper models with bells, however, the bell on the TS-4000 Spiral is not reflective, instead sharing the same relatively matte finish with the body. As is the case with other TS-4000 models other than the TS-4000 Star, the TS-4000 Spiral fell out of use entirely by the Big Crystal incident after being sold at the time of the World B1Q64 incident.

TS-4000 Jaguar

"The slim body is this sweeper's charm. A famous singer designed it."

— Catherine

Notice the leopard print across all non-metal parts of the sweeper

The TS-4000 Jaguar is another entry in the TS-4000 series, functionally identical to all others as a Lv2 sweeper and distinguished only by appearance. This particular model has leopard print across its body and head, while the metal has been given a red tint. The graphic on the front face of the body is decidedly more abstract than other models, as it is simply a crescent shape rather than a distinct pattern or object as in the rest of the TS-4000 series. Unlike the other models, however, this particular model has a specific known designer, which is a famous singer. As with other TS-4000 models aside from the TS-4000 Star, the TS-4000 Jaguar was sold at the time of the World B1Q64 incident but no longer used by the time of the Big Crystal incident.

TS-4000 Skull

"This scary one is our skull model."

— Catherine

Notice the bell, shaped like the end of a bone

The TS-4000 Skull, the final entry in the TS-4000 series, is a Lv2 sweeper that shares all functions with the other models of the series. This particular design is distinguished by its black, blue, and white colour scheme and a skull graphic on the front face of the body. Unlike the other TS-4000 models, however, the bell is shaped abnormally, resembling the end of a bone rather than the traditional rounded shape seen on similar sweepers. As with the rest of the series aside from the TS-4000 Star, the TS-4000 Skull ceased to be produced or sold by the time of the Big Crystal incident after being sold during the World B1Q64 incident.

TS-5000 Series

Unlike other series of time sweepers, the TS-5000 series lacks any apparent similarity between its two models, aside from both being Lv2. The common theme is somewhat paradoxically that both models in the series are unique models without any relationship to any other sweeper, boasting unique appearances and in the case of the TS-5000W, unique functionality as well. Much like the second incarnation of the TS-3000 series, each model is distinguished from the other by the addition of a letter to the series name (X and W), seemingly based off of the shape of the respective sweepers.

TS-5000X

"This Blinx model has a high-powered sweeping speed."

— Jimmy

A diagram of the TS-5000X

The TS-5000X is the only known example of a model being designed entirely for a single Time Sweeper, although it is commonly used by others during training activities as well. Despite its unique appearance, its functionality is that of a standard Lv2 sweeper.

The lone benefit of the TS-5000X compared to other Lv2 sweepers is the speed at which it is capable of sweeping trash, as it has no additional abilities whatsoever. As such, it simply functions as a general use sweeper. The TS-5000X was created as a custom model for Blinx, and he used it as his sweeper throughout the Big Crystal incident as such. Regardless, he is not the model's lone user. In addition to the model being sold in the shop (albeit not widely used), the TS-5000X is used during training activities hosted by Jimmy rather than the model that a Time Sweeper possesses. In the case of activities that can win the participant tokens, this is likely in the interest of fairness.

The sweeper's appearance doesn't strongly resemble any other model, resulting in a unique design. The black and silver colour scheme appears on no other models, and the X-shaped body is unique as well (and likely resulted in the model's name). A button is also placed on the handle for time controls, a feature that only otherwise appears on the TS-4000 series and TS-16000, and additional buttons adorn the body.

Blinx wielding his TS-5000X

Notice also the technician using his sweeper left-handed

TS-5000W

"This odd little sweeper can fire two projectiles at once."

— Jimmy

Notice the double clock faces

The TS-5000W, so named for its strangely shaped body, is a time sweeper with the unique ability of locking on to two targets at once and firing trash at them simultaneously.

Unlike any other sweeper, the TS-5000W is entirely incapable of firing a single projectile, always firing two simultaneously. This is made possible by the strange ability of the sweeper to shoot out two projectiles for every single piece of trash kept in its reserves. It is, in fact, possible to lock on to only a single opponent while using the sweeper, which will result in both projectiles being aimed at the single target. As a Lv2 sweeper, it is capable of sweeping and firing large trash, as well.

The model's abnormality is reflected in its appearance, as its peculiar body houses two clocks rather than the usual one, likely symbolizing its firing of two projectiles. Yet another distinct feature is that the TS-5000W has no conspicuous buttons whatsoever, neither on the body nor the handle, though it is still capable of storing and using time controls.

TS-SAKANA

"That's a cool sweeper, huh? The shooting speed is wicked fast."

— Jimmy

Notice the complete lack of conspicuous buttons

The TS-SAKANA is a sweeper model unique in appearance, name, and classification, though its basic function is that of a Lv2 sweeper. Its single notable quality when used is exceptionally high projectile speeds, marginally surpassing that of the TS-X9.

The uniqueness of the model comes primarily from its design, which is a fish partially cleaned of meat (leaving only the head) shaped entirely in reflective metal (with the exception of the fish's pupils). This design is entirely devoid of any visible buttons, though time controls can still be used. Even in its classification, however, the TS-SAKANA is an outlier, as it is not a part of any series and thus has no number in its name.

TS-16000 Series

The TS-16000 series is comprised of three models, all of which are Lv3, and two of which have reflective metal finishes. As such, all have the maximum available sweeping power, and sweeping speed is high as well. Models in the TS-16000 series are significant more expensive than most other sweepers as a result of this superiority.

TS-16000

"This sweeps up the heaviest junk. It's our professional grade sweeper."

— Catherine

"Projectile speeds increase on this one. You're definitely a pro if you've upgraded to this baby."

— Jimmy

Notice the chrome finish and absence of a bell

The TS-16000 is an exceedingly popular Lv3 sweeper. It is one of the few models to remain in use from the World B1Q64 incident to the Big Crystal incident, being the second most common sweeper by the time of the latter. It has no special abilities but is defined by its speed and strength compared to other models.

As a high-performance Lv3 sweeper with not only high sweeping speed and the ability to sweep even the largest of trash (up to and including 16 tonne weights), but also increased trash and time control capacity, the TS-16000 is more expensive than most models, but is incredibly common regardless. Users include NecoJi and the technician, who use the TS-16000 as their primary sweeper, and Picaro, who usually wields a TS-4000 Star instead. Like the TS-4000 Star, the TS-16000 had received upgrades by the time of the Big Crystal incident with improved sweeping speed and lock-on capabilities.

Unlike most sweepers, which have a matte finish on at least part of the body, the TS-16000 is almost entirely covered in reflective metal. Whereas almost all sweepers of its time during the World B1Q64 incident had the Time Factory logo printed on the back of the body, the TS-16000 never had any such graphic, and the bell of the TS-1000 and TS-4000 series has been replaced by a simple alteration in shape of the body. The handle, which is also a part of the body, holds the only visible button on the sweeper, which sharply contrasts against other advanced sweepers of its age (as more powerful sweepers usually had more buttons, as on TS-4000 models). As with all sweepers during that time, the TS-16000 tinted its effective area a particular colour when sweeping (purple, in this case), though this feature had been removed by the time of the Big Crystal incident.

TS-16000-S

"This is this year's color —violet. A limited-edition see-through model."

— Catherine

Notice the translucent face

The TS-16000-S was a limited-edition Lv3 sweeper available at the time of the World B1Q64 incident. Much like the original TS-16000, it is a standard Lv3 model, though it has major visual changes and improved sweeping speeds from the TS-16000. It was the most powerful model commonly available during the World B1Q64 incident.

This particular model is unique from others in that the front face of the body is translucent, allowing the internals of the sweeper to be seen. Rather than having a clock or other rotating graphic on the front face, the TS-16000-S simply has the Time Factory's logo printed on the front, though it also appears on the back as well. All cyan-coloured parts of the sweeper produce light, glowing in the dark, which was uncommon at the time of the model's production (despite becoming somewhat more common by the Big Crystal incident). As all other models of its time, the TS-16000-S also produced a coloured tint in its effective area while sweeping, which in this case was violet.

TS-16000S

"This has got awesome sweeping speeds."

— Jimmy

Notice the hefty body of the sweeper

The TS-16000S, not to be confused with the similarly named TS-16000-S, is a Lv3 sweeper available at the time of the Big Crystal incident. It was the most advanced sweeper commonly available at that point.

Much like the TS-16000, the TS-16000S has no notable features beyond the advanced specifications implied by its categorization as a Lv3 model. Its benefit over the original TS-16000 is simply a higher sweeping speed, as its capacity for ammunition and time controls is equal.

Visually, the TS-16000S is characterized by its reflective finish over black and silver metal, much like the TS-5000X, although this model has a larger V-shaped body. The handle has also been changed to silver and the buttons have been relocated. The neck of the sweeper is adorned by a pair of rings, as well.

TS-X Series

The TS-X series, comprised of only two models, is a collection of Lv3 "legendary sweepers" not normally for sale. Both models were the most capable time sweepers of their time, though not necessarily unmatched in every single specification. The two models also share a glowing purple and blue colour scheme without any apparent buttons whatsoever. Rather appropriately for their performance, the prices of these sweepers greatly exceed that of other models at their time.

TS-X7 Supreme

"We found this in the back of the shop. This sweeper's legendary."

— Catherine

The colours along the body and neck change and flow

The TS-X7 Supreme was the single most advanced time sweeper at the time of the World B1Q64 incident, equipped with every ability of every other sweeper of its time and sweeping speeds comparable to the TS-2000 Aladdin. It was the only sweeper designated as Lv3+.

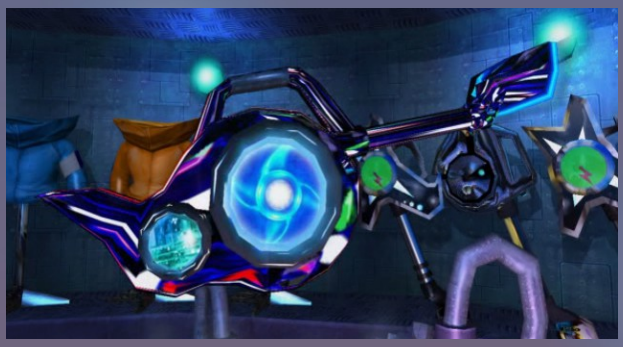
As the most advanced model available, the TS-X7 Supreme combined the abilities of all TS-2000 models into a single Lv3 sweeper. As such, it is capable of sweeping sand, fire, and water while also sweeping trash (particularly Lv2 and Lv3 trash, which the TS-2000 Aladdin could not sweep) at unmatched speeds. This model was thus objectively superior to all other existing models at the time, leaving no reason for preference over any other.

This model has a suitably distinct appearance, with a body and neck comprised of a glowing blur of colours (primarily blue and purple), handle and head made from what appears to be glowing purple crystal, and a face occupied by only a large rotating abstract glowing shape. The sweeper thus glows in its entirety and has no buttons despite being capable of using time controls. Unlike most other models at its time, there is no Time Factory logo on the back of the body or any analogue to a bell, resulting in a much simpler shape than found in most models. The effective area of the sweeper is also illuminated by a violet glow when in use.

TS-X9

"Every cat dreams of this legendary sweeper."

— Jimmy



Notice the unique reflective purple finish

The TS-X9, much like the TS-X7 Supreme, was the most advanced sweeper of its time during the Big Crystal incident. Unlike the TS-X7 Supreme, however, it is not equipped with any special abilities but rather simply exceeds the specification of other Lv3 sweepers.

This model varies from other Lv3 time sweepers by coming pre-packaged with an upgraded maximum trash capacity (though this is less than the greatest possible capacity and can be upgraded to with a sweeper pack XL like any other Lv3 model) and additional time control storage without any additional time bowls, though this can also be upgraded further to the standard maximum for Lv3 sweepers. As such, a fully upgraded TS-X9 is superior to other fully upgraded Lv3 sweepers in its basic performance, similar to the TS-16000-S's improvement over the TS-16000. The projectile speed is not even the highest possible, as it's slightly outmatched by the TS-SAKANA. Thus, despite being hailed as a legendary sweeper, the TS-X9 is not objectively superior to every alternative as was the case with the TS-X7 Supreme.

The entire body is coated in a reflective finish, similar to the TS-16000, though the finish is purple rather than silver, which is accentuated by the blue glow from its head and two "clocks" on the front face of the body. Despite the resemblance to the TS-5000W, the additional smaller clock does not signify an ability to lock on to multiple targets or fire multiple trash at once. Much like the TS-X7 Supreme, this model has no buttons whatsoever despite its time control capabilities.

TSX-1AT and TSX-2TC

The TSX-1AT, with its A-esque clock face visible

The TSX-2TC, with the combo cartridge visible

The TSX-1AT and TSX-2TC is a special pair of time sweepers that must be used in conjunction with each other by two Time Sweepers. Despite both models being equipped with buttons and a vacuum, only the TSX-1AT is capable of sweeping and firing trash, whereas only the TSX-2TC is capable of using time controls. Their combined function is thus equivalent to a single standard time sweeper.

The TSX-1AT, where "AT" likely signifies "attack," is a standard Lv2 sweeper with no notable abilities. As a Lv2 model, it is capable of sweeping and firing large trash, resulting in a sweeper with moderate offensive capabilities. The TSX-2TC, where "TC" likely signifies "time control," is also classified as a Lv2 sweeper, but cannot sweep or fire trash. It is, in fact, capable of activating its vacuum, though it is only capable of sweeping time crystals for use as time controls. For full functionality, the TSX-2TC is pre-installed with a combo cartridge to allow for the use of time control combos, as well.

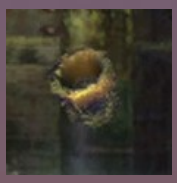
Visually, the two models are nearly identical aside from the inclusion of a combo cartridge on the TSX-2TC. The two remaining distinctions are the colours of each model (as the TSX-1AT is red and the TSX-2TC is green) and the graphics on the front face, where the TSX-1AT has a stylized "A" and the TSX-2TC has a stylized "T," likely referring to the names of the sweepers.

WEAPONS

A great number of weapons exist beyond time sweepers. These are produced, sold, and used primarily by the Tom Tom Gang, though Guard Sweepers are also seen with firearms and Time Sweepers are capable of wielding them in addition to their own signature time sweepers.

A small number of modifications for weapons also exists in the Tom Tom shop. This includes silencers (pictured right and bottom left) and spare ammo packs, the former of which can only be attached to firearms and the latter of which can be used with any weapon that holds ammunition. While many weapons are firearms, others also exist that fire explosives, bolts, or other miscellaneous methods of destruction such as lasers or fire. Melee weapons also exist, as do remote weapons such as mines.

Most weapons produced by the Tom Tom Gang (and hence most weapons listed here) have a green metal finish, though some exceptions exist, including a rifle with a wood finish visible in the shop or the G300 RAY, though the latter was produced by the Time Factory before being stolen by the Tom Toms. Listed in the following pages are all weapons available at the Tom Tom shop, organized by the order in which they're catalogued.



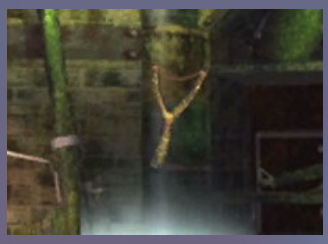
A silencer

A silenced PiG-38

Slingshot

"This is best for beginners. Even an amateur can manage it. Just for kicks I added a potion to put those cats to sleep."

— Carlos



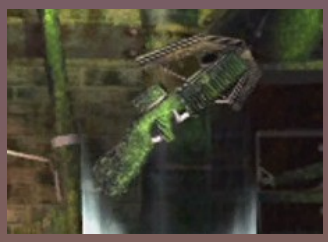
The sling itself, with ammunition not pictured

The slingshot is among the plainest of weapons used by the Tom Tom Gang, firing small darts capable of tranquilizing a living target. The dose given by a single dart is very small, however, requiring multiple darts to put a target to sleep. Incapacitating opponents is made possible by the darts being somehow unnoticeable as they hit the target. Even once the opponent has been tranquilized, however, they will awaken again in a matter of seconds, limiting the usefulness of the slingshot. This weapon is given to all Tom Tom members upon joining.

Crossbow

"For silent, powerful attacks, use this."

— Carlos



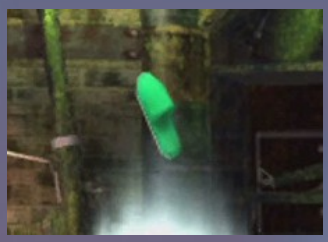
Fitted with a grip and stock

The crossbow, despite its simple appearance and use of relatively common ammunition (bolts), is among the most powerful of weapons used by the Tom Tom Gang, capable of incapacitating a target in a single shot. As a tradeoff, however, the weapon holds very little ammunition at a time and thus is not reliable for long fights unless additional bolts are collected. Because an incapacitated opponent cannot alert others, the crossbow is useful for maintaining stealth, as the user can shoot a guard before their presence is even known.

Slipper

"It's a slipper. It'll hurt if you thwack someone on the head with it."

— Carlos



A peculiar addition to the Tom Tom arsenal

The cheapest of weapons in the Tom Tom shop is the slipper, which Tom Toms are not allowed to use as a primary weapon (presumably due to its impermanent nature). The slipper does not magnify the user's strength in any way, resulting in an attack with the slipper being no more powerful than a simple punch, though it will break after one such use.

Grand Slam

"You can whack an enemy once with this bat, but after that its fighting days are over."

— Carlos

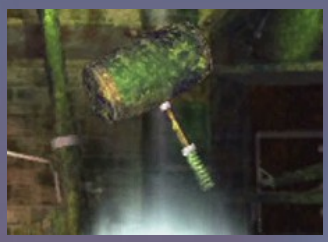
Notice the Tom Tom sigil

Much like the slipper, the Grand Slam is an exclusively secondary melee weapon only effective for a single attack, though significantly more practical. A strike from the bat will incapacitate an enemy while simultaneously breaking it. Much like most other weapons sold in the Tom Tom shop, the bat is produced by the Tom Tom Gang itself and thus bears the gang's sigil.

Hammer

"You can get an enemy from above in a single blow, but then it's gone."

— Carlos



Incredibly large, with the head about as wide as most Tom Toms' torsos

The hammer, one of the few melee weapons available to Tom Toms, is an exclusive secondary weapon. It's a simple metal hammer with an excessively large head coated with a green finish. The weight of the weapon results in a very slow attack, though a large shockwave is produced that will knock back and moderately injure opponents. Additionally, the user may jump before smashing the hammer downwards for a strike capable of incapacitating opponents, though this will break the weapon.

PiG-38

"This is the most rudimentary of weapons!"

— Carlos

An easily and widely used handgun

The PiG-38 is a very common firearm used by the Tom Tom Gang and Time Factory alike. Basic Guard Sweepers are equipped with their own, and Tom Toms of rank two are given PiG-38s as well. Despite the low damage output of the weapon, the abundance of its ammunition and the simplicity of firing a single bullet with each pull of the trigger results in a user friendly handgun. The rate of fire is also low enough, however, to endanger the user during combat when out in the open, as it cannot quickly dispatch of most opponents.

Shotgun

"It'll spray bullets over a wide area, but not continuously."

— Carlos

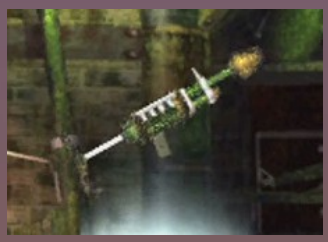
Notice the pump, short barrel, and lack of stock

The Tom Tom-produced shotgun is a pump-action model with a short barrel. As such, it fires bullets with a very wide spread capable of hitting multiple targets simultaneously, though not reliably due to the inconsistent coverage. Rather curiously, it is very quiet by shotgun standards.

MaG-420

"Use this to shoot 6 bullets in a row!"

— Carlos



Notice the thinner stock

The MaG-420 is a simple assault rifle available in the Tom Tom shop. Much like the PiG-38, the weapon's ammunition is very abundant compared to other weapon types, and problems resulting from the handgun's low rate of fire are mostly dispensed of by the MaG-420's automated fire. This feature is paired with an increase in maximum ammo capacity, resulting in a more practical firearm.

TON16A

"Use this to shoot 4 bullets in a row!"

— Carlos

Notice the thicker, yet short stock

The TON16A is another assault rifle available to Tom Toms, this time a semi-automatic variety firing in shorter bursts. It shares most of its advantages over the PiG-38 with the MaG-420, although its maximum ammo capacity is lower. This particular model is not only available to Tom Toms, as Guard Sweepers of higher ranks are also seen wielding one.

Winterfield

"You want precision? This is the one for you."

— Carlos

Notice the long, thin stock and scope

The Winterfield is a powerful rifle with greater precision than is available in other firearms. The user may fire at distant targets with the aid of its scope, dealing greater damage than what is provided by the PiG-38 or assault rifles available to Tom Toms and impacting strongly enough to consistently leave opponents stunned when it fails to incapacitate them. The precision offered also allows consistent headshots that will immediately dispatch of an opponent.

Grenade Launcher

"This will shoot a projectile soaring through the air towards your opponents."

— Carlos

Not pictured are the grenades, which are standard pig-faced bombs

The grenade launcher is among the most popular of weapons in the Tom Tom Gang, likely due to its destructive potential. As its name implies, the grenade launcher fires a bomb through the air at the target, though its range is limited, as the effect of gravity on the bomb is non-negligible. Thus, it functions primarily as a mid-range weapon (as close range endangers its user). Tom Toms Caio and Matteo carry this particular weapon, as did the imposters that invaded the Time Factory at the beginning of the Big Crystal incident.

BAZ-006

"Shoot right for 'em then ka-boom!"

— Carlos

Notice the resemblance to the grenade launcher

The BAZ-006 is a weapon very similar both in design and function to the grenade launcher, firing a powerful explosive projectile at its target. Unlike the grenade launcher, however, the BAZ-006 has a long effective range due to its projectile falling very little from gravity as it approaches its target, making it more reliable at longer ranges.

TVM-3

"You can shoot and control this missile remotely."

— Carlos

Notice the ornate design compared to other explosive weapons

The TVM-3, as signified by its appearance, is the most advanced of explosives weapons carried by the Tom Toms, firing a missile that the user can then control remotely to steer however they please into any target. This allows for not only a very long effective range, but also the possibility of navigating corners or tracing other, more complicated routes to the target. The explosion is also large very powerful, creating an effective weapon capable of injuring multiple opponents, though the user must always control the missile after it's fired and will be vulnerable while doing so.

SAM-440

"It'll hone right in on your opponent, then ka-boom!"

— Carlos

Notice the (less ornate) resemblance to the TVM-3

The SAM-440 acts as a more automated counterpart to the TVM-3, firing a similar missile that is not controlled manually but rather homes into the target it was given upon being launched. Again, this missile is powerful and has a sufficiently large range to injure multiple opponents simultaneously.

Firework

"This exclusive second weapon will surprise enemies with fireworks."

— Carlos

Notice the Tom Toms pictured on the firework

The firework, which is of a brand produced by the Tom Toms (seemingly named "Tomofire"), is a weapon available in the Tom Tom shop. Its stated purpose is to divert the attention of enemies to create a distraction and enable the user to sneak by, which it accomplishes by producing a very loud noise as it's fired off and yet another as it explodes on contact with a solid object or after a set period of time.

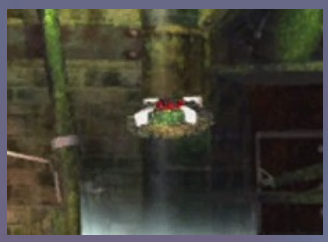
Fireworks with labels more clearly visible

Despite its intended purpose and status as an exclusive second weapon (implying it's impractical for use as a primary weapon in combat), the firework also has another utility when fired directly at an opponent. In addition to the explosion injuring the target, the firework will also exert a great force that sends the victim backwards a long distance, potentially off of a sheer drop, into a hazard, or into a wall, all of which will contribute to incapacitating or otherwise preventing the enemy from posing any further threat.

Mine

"Set it on the ground and trap the enemy!"

— Carlos



Barely visible is the Tom Tom sigil on top

The simply-named mine, emblazoned with the Tom Tom Gang's sigil, functions precisely as its name suggests. The user places the mine on the ground (presumably in an inconspicuous location likely to tread by opponents) and leaves it to act as a fully autonomous trap. When an opponent moves near the mine, it will produce a brief beeping noise before producing a very large and powerful explosion capable of incapacitating any caught in its radius. Unfortunately, the conspicuous design of the mine often prevents users from accidentally activating it, and its beeping acts as a warning for any potential victims, though it may be more effective if buried.

Remote Mine

"Trigger the trap yourself remotely!"

— Carlos

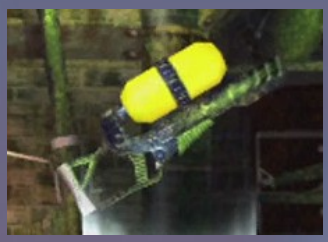
The detonator of the remote mine, with a pig face on front (resembling bombs)

The remote mine, much like the mine, is placed by its user on the ground in a chosen location in an attempt to capture a victim in its blast radius. Unlike the standard mine, however, the remote mine does not explode when an opponent draws near. Rather, the mine must be detonated manually by the user, though the user may do so from afar while monitoring the mine and potential victim.

Watershot

"This water pistol can be useful for putting out fires, and we all know how much cats hate getting wet."

— Carlos



Notice the questionable necessity of the metal body and stock

The watershot, as suggested by its name and appearance, is a water pistol that fires water. This grants the weapon all the abilities that firing water would suggest, such as putting out flames. It holds an abnormal amount of water for the size of its tank, potentially explaining the high pressure behind the water and its high knockback. The water will also splash on contact with any solid object, as such liquids often do, and the majority of the weapon is comprised of metal for reasons unclear.

FP-40 Flame

"It shoots flames! Now... fire!"

— Carlos

Notice the small size of the fuel container

As a flamethrower, the FP-40 Flame burns fuel to produce flames in front of itself capable of melting ice or igniting opponents. The usefulness of this functionality, however, is limited by the very low fuel capacity of the weapon, though a large amount of fuel is not usually necessary for any one target or obstruction. Ugo owned this model at one point in time, bringing it with him to the Pirates' Graveyard while exploring, though he unintentionally left it behind.

G300 RAY

"Wait until you feel the power of this high-speed laser gun."

— Carlos

Notice the blue and white finish, dissimilar to other weapons produced by Tom Toms

Developed by the Time Factory and later stolen and mass produced by the Tom Toms, the G300 RAY is an exceptionally powerful handgun with unrivalled projectile speeds that result in abnormally high accuracy. It was acquired by Bombay in the Sky World at Benito's request after the latter saw it and found its shininess compelling. Which members of the Time Factory would use the G300 RAY is unclear.

Heavy Tub

"Dropping this tub from the satellite makes for a splendid weapon."

— Carlos

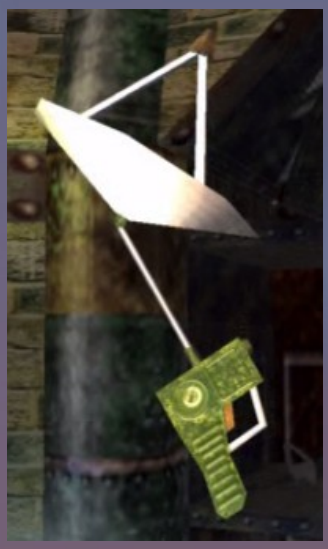
Handles are included for convenient carrying

Though rather non-threatening on its own, the heavy tub comes with a satellite trigger that can be aimed at a point that will then be targeted by a Tom Tom satellite in orbit. The satellite will then drop a multitude of heavy tubs from the sky over a large area centred around the designated point, greatly injuring affected opponents, though the tubs are dropped sparsely enough that an individual may stand at or near the target point and remain unharmed. The low accuracy of the weapon thus introduces a factor of luck into its use and makes it unreliable for addressing lone opponents, whereas the probability of landing at least one blow rises greatly when multiple opponents are clustered around the target area.

Satellite

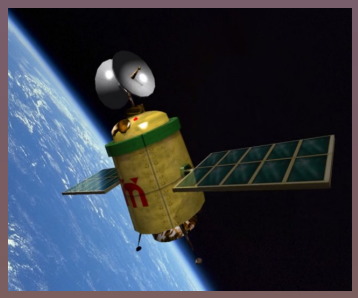
"Firing a laser from the satellite above makes this the ultimate weapon!"

— Carlos



The trigger for the satellite

Similar to the manner in which the heavy tub involves another component, the satellite, the satellite weapon involves an additional component, in this case laser breams. The user is equipped with a satellite trigger that is aimed at a point of their choice, where a barrage of lasers will then be fired from a satellite, similar to the heavy tub. The lasers are very large in diameter and produce damaging explosions at their point of contact with the ground. Despite these explosions, however, the effective area of a single laser is smaller than that of a single heavy tub. The spread of lasers is also tighter than that of the heavy tubs, resulting in a higher density of destruction.



The Tom Tom satellite, from which the laser is fired

Space Controls

Much of the Tom Tom Gang's formidability originates from its members' manipulation of space, comparable to the Time Sweepers' manipulation of time. This allows for traversing of obstacles, elimination of threats, and evasion of detection. Whereas a Time Sweeper's time controls are handled by their weapon, the time sweeper, Tom Toms' space controls come packaged separately. These space controls are most often in cans, from which a glowing orb is removed and thrown to the point at which the space control should be directed. These space controls are mass produced in a manner similar to the weapons used by the gang and can be bought from the Tom Tom shop.

While most space controls related to stealth or mobility can be used in nearly any circumstance, space controls with direct combat applications tend to vary in their effectiveness against different types of opponents. While Time Sweepers and Guard Sweepers are affected by all such space controls, time monsters are often unaffected entirely or otherwise resistant. Such differences in response to a space control will be described in each entry.

TG-Decoy

"While it might look cute now, this Decoy's going to look just like you."

— Carlos

Pictured on the box is the appearence of the decoy before mimicking its user

Upon being removed from its box and having the crank on its back turned, the TG-Decoy takes on the appearance of the user and walks forward mechanically (as expected of a wind-up). This is capable of distracting Guard Sweepers, fooling them into thinking they have located an actual threat, while the user does as they please without scrutiny. After receiving sufficient damage, the decoy will be destroyed. The decoy is useless outside of evading detection, however, as time monsters are not fooled and will instead attack the user.

Banana

"This Banana is from another dimension. Eat it and you'll be sick."

— Carlos

Despite only the peels being used, the bananas are packaged whole

Perhaps most rudimentary of the space controls is the banana. "Space control" is something of a misnomer, as no apparent manipulation of space is taking place, perhaps aside from the original acquisition of the (inedible) bananas from another dimension. A Tom Tom can throw a small cluster of banana peels around a central location in hopes of an opponent walking over it. Upon stepping on the peel, the victim will slip and fall, incapacitating cats and briefly stunning time monsters. This destroys the single peel that is stepped on, though the others may be reclaimed.

Quantum Snare

"Call in support from another dimension to stop your enemies, though it has no effect on time monsters."

— Carlos

Cans of quantum snare

When removed from its can and thrown, the quantum snare produces a warp whole in the ground at its landing point, through which other Tom Toms can travel. Said Tom Toms will grab the legs of any guards that pass by, preventing them from monitoring or pursuing the user, and multiple Tom Toms can arrive via a single quantum snare. Reinforcements will not arrive to immobilize time monsters, however.

The quantum snare in action

Hypercloak

"This quality item distorts space, making you invisible while you stand still."

— Carlos

Notice the different dimensions of the can

The hypercloak is a literal cloak worn by its user, distorting space such that light appears to travel through the cloak rather than bouncing off of it. When the user is completely still, this allows for complete invisibility, but the effect is diminished upon movement. Light around the cloak warps as a blue shimmer is produced when the user moves, and this effect is intensified as the user moves more quickly. The cloak is sufficient to avoid detection by Guard Sweepers at anything but a full sprint, but time monsters will detect a Tom Tom that is moving at anything more than the slowest speed they can manage. K9-1000s will also detect Tom Toms using hypercloaks and latch onto them.

A Tom Tom running while under a hypercloak

Black Hole

"This frightening weapon sucks the life out of all nearby enemies."

— Carlos

Cans of black hole

The black hole is the most dangerous of offensive space controls used by the Tom Toms, producing a large vortex that immobilizes and forcefully draws the life out of any nearby victims in the form of crystalline glowing hearts (distinct from retry crystals) where it lands. This will not necessarily incapacitate the target, though it will greatly injure it otherwise. Time monsters are unaffected, making the black hole useful only for dispatching of Guard Sweepers or engaging in combat.

A black hole literally sucking the life (the glowing hearts) out of a guard sweeper

Space Bubble

"Use this to trap enemies in a spatial void."

— Carlos

Cans of space bubble

When the space bubble is removed from its can and thrown, the point at it touches the ground will be surrounded by a large bubble-esque void that cannot be penetrated by weapons or the victims trapped inside. The user, however, is able to move into and out of the bubble freely. Despite the bubble having no direct offensive effect, it may be used to temporarily minimize a threat. Unlike many other space controls used on opponents, the space bubble is effective against time monsters and other individuals alike.

A guard sweeper trapped inside a space bubble (notice the visible distortion looking in)

Time Grenade

"This grenade can stop time."

— Carlos

A single time grenade in a can

Time grenades, often referred to as pause grenades, are individually packaged orbs that activate a pause control upon hitting the ground after being thrown. This allows for the neutralization of time barriers or time spheres, including the pause barriers equipped by some Guard Sweepers. The effective range of this pause is limited, however, meaning that the grenade must be activated within a certain proximity to any guard whose barrier is to be dismantled.

The implication of Tom Toms possessing technology capable of activating a time control is unclear, as no other time controls seem to be used by the gang. Despite the different method of activation, the pause control activated by the grenade seems identical to that used by Time Sweepers and occasionally time monsters.

Void Trap

"A trap that drags your enemies into another dimension."

— Carlos

Cans of void trap

The void trap, when thrown, will enclose an area surrounding its landing point with a very faint red glow that determines its area of effect. When an opponent enters this area, a portal to another dimension will open beneath their feet, resulting in them falling in. The red area of effect will then disappear, and another trap will need to be placed to catch another victim. The low visibility of the trap results in one of the most effective and simultaneously non-violent methods of removing an opponent instantaneously, as they do not return from the other dimension (though this dimension, like the dimension entered with the subspace dive, may be devoid of air, explaining the lack of a return). The versatility of this space control is diminished, however, by its lack of effect on time monsters.

Subspace Dive

"Conceal yourself in another dimension. Remember, you do have a periscope sticking out."

— Carlos

Cans of subspace dive

The subspace dive is a stealth-oriented space control that opens a portal to another dimension to be entered by the user. While in this dimension, the user has limited navigational abilities and must see through a (very large) periscope sticking out in the initial dimension. Opponents may notice this periscope and follow it, though attacking it will not harm the user, and visibility is much lower than walking about in a normal manner. The distance the user may travel while using the subspace is limited by the lack of air in the other dimension, forcing the user to hold their breath and eventually experience suffocation if they do not exit the dimension in a timely manner. Thus, an opponent that has detected the user's periscope may simply wait for the user to exit the dimension before attacking.

The periscope visible when one uses the subspace dive

Warp Tunnel

"Use a Warp Tunnel to bypass pesky guards in a flash."

— Cino

Cans of warp tunnel

Among the most versatile of movement-based space controls is the warp tunnel. When thrown, the space control will create a warp hole where it lands, and the user will have a limited amount of time to create another warp hole at their feet and jump in, coming out of the other warp hole. This enables the user to reach any solid ground within reach of a throw, and full use of the arms or hands is not necessary to enter the portal, allowing for transportation of large bags containing stolen objects. While this allows the user to reach areas inaccessible by foot, it also has the additional benefit of enabling the user to bypass potential hazards (such as guards) entirely.

A Tom Tom holding a bag and jumping into a warp tunnel

Tanks

Partway through the Big Crystal incident, the Tom Tom Gang acquired tanks starting with Bombay's capture of one at the Pirates' Graveyard. They were then used in combat throughout the rest of the incident, including Bombay's fight with the Tundragon in the same world he found his tank as well as other encounters throughout other worlds.

A basic tank with few upgrades

As may be expected, the tanks travel on treads, are heavily armoured, and have a cannon as a primary weapon. The parts of a tank include the engine, chassis, ram (optional), cowl (covering the tread), turret (to which the cannon and subweapon are attached), cannon (which fires shells or diffusion missiles), subweapon (described in greater detail in following sections), firearms control system (FCS, the "brain" of the tank allowing the user to lock on to targets with both the cannon and subweapon), and antenna (optional and merely visual, attached to turret or chassis). All of these individual parts can be replaced and upgraded with parts sold at the Tom Tom shop, where Carlos also trains gang members to operate tanks.

An example of a tank engine

The appearance of the tank can vary with greatly different shapes in the turret, chassis, and cowl, as well as different subweapons entirely. Most tanks are a brown colour, though they can vary in hue and an antenna may be attached. A flag may wave from this antenna, as well. The different subweapons are pictured and described in function on the following pages.

A ram attached to the tank's front

An example of an FCS

Missile Pod

The missile pod is the default subweapon, firing a homing missile at whatever the tank's FCS has locked on to. Though its destructive potential is limited, the weapon's accuracy results in high reliability.

An example of a missile pod attachment

Vertical Missile

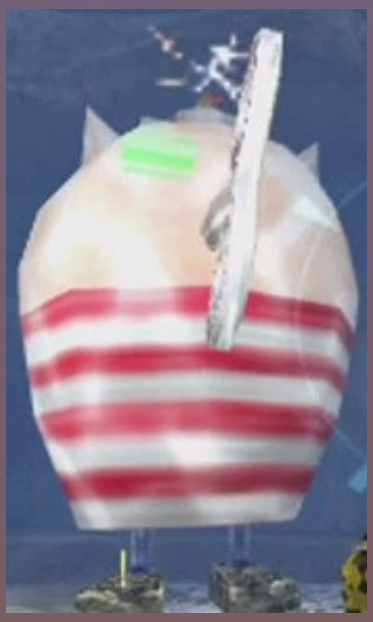
The vertical missile launches non-homing missiles straight into the air that then rain down on targets. Although the trajectory is very distinct from the missile pod's projectiles, it functions similarly compared to the other, more unique subweapons available.

An example of a vertical missile attachment

Giant Decoy

An example of a giant decoy attachment

As its name suggests, the giant decoy launches a massive wind-up Tom Tom decoy (as seen in the TG-Decoy) that walks forward a short distance and produced an enormous and powerful explosion on contact with a solid object. If the decoy doesn't reach any such object within a designated period of time, the fuse atop its head will run out and result in a self-detonation. In either situation, the decoy stops walking for a brief moment before exploding. The explosion will incapacitate most, if not all, affected individuals.



The giant decoy as seen from behind

When first launched, the decoy is actually at the same size as a normal TG-Decoy wind-up, but it then grows nearly instantaneously to its full size moments later. Despite being referred to as a decoy, the wind-up will not take on the appearance of its user as the TG-Decoy does.

The giant decoy from the side, with Tom Toms for scale

Thunder

Despite its resemblance to the G300 RAY (which was not designed by the Tom Tom Gang in any case), the thunder subweapon fires not a laser but an electric projectile that homes onto its target in a manner similar to the missile pod, provided that the FCS has locked on to this target beforehand. However, upon coming into contact with the target, the projectile will continue travelling and home into the nearest second target, repeating until all targets within range have been struck. This results in a weapon capable of gravely injuring entire clusters of opponents at once.

An example of a thunder attachment

Rugby Bombs

Rugby bomb, as their name suggests, are standard pig-faced bombs with a modified shape to resemble rugby balls. This shape results in an unpredictable bouncing behaviour that targets may find difficult to reliably evade. Unlike other subweapons, the ruby bombs cannot be aimed in any meaningful fashion due to their awkward bouncing, and they will not home towards targets designated by the FCS in any way. The probability of landing a hit with this weapon is improved by a large cluster of multiple bombs being fired simultaneously, which quickly spreads out over a wide area, though its coverage of this area is very sparse. The bombs are immediately lit, resulting in them exploding after a short period of time.

An example of a rugby bomb attachment

A group of live rugby bombs shortly after being fired

WORLDS

The universe is comprised of a great many interconnected worlds, with travel between them being possible given the necessary technology. As the Time Factory provides time to all of these worlds, it uses a naming scheme in order to distinguish them, though the origins of this manner of classification seems to be in the Goddesses (as a stone tablet dating back to the universe's creation mentions World A000 according to this scheme). A world's name is a brief collection of numbers and letters, such as B1Q64 or 5J7A, though more descriptive names are also colloquially used, such as the Sky World or Time Oil Well World. Different worlds have their own distinct inhabitants, environments, and in some cases, fundamental rules of nature, as seen in the Sky World and Outside In World.

The effects of time distortion on a world vary widely, ranging from machinery functioning in the absence of operators to objects being fed into one world from another if both are experiencing such issues. Glitches in time also consistently result in almost all living beings disappearing until time is restored, though plant life is an exception. Time spheres will occasionally result as well, producing a spherical area of altered time. They can be destroyed, however, while a time control matching the sphere's effect on time within is active (incidentally the same phenomenon used by the time control neutralizer). Yet another potential effect of time distortion is the emergence of time vortexes, from which great amounts of time energy flow, partially in crystal form. Though it is not all crystalline, the time released is tangible and can be blocked or redirected if the vortex itself is plugged by a sufficiently massive object.

A time sphere in the Sky World

Listed on the following pages are worlds significant throughout the World B1Q64 and (primarily) Big Crystal incident. They are ordered roughly in the order in which they became significant to the two events in question.

An exceptionally strong time vortex

Time Factory

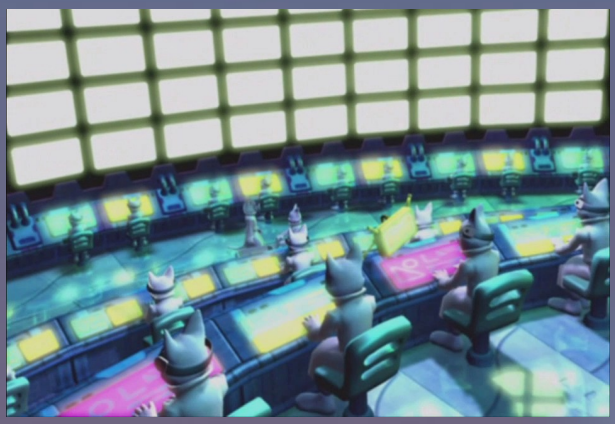
The Time Factory's exterior

The Time Factory, established by the Goddesses over 25 billion years prior to the Big Crystal incident during the creation of the universe (according to cut content) and known as formally as "Time Factory, Inc.", produces time and subsequently delivers it to the universe's many worlds. As the Goddesses also spin, measure, and cut time, it's unclear what role the Time Factory has in the actual creation of time, though it is solely responsible for its distribution and correction when glitches occur in a world. It is inhabited entirely by felines, whose civilization appears to be among the most technologically advanced and rivalled only by the pigs of the Tom Tom Gang.

The Time Factory's entrance. Note the writing "TIME FACTORY" on top.

The factory is staffed by a variety of workers in various positions, including those working in the control room (such as the supervisors, Operator, and CEO), the technician, shopkeepers, trainers, and most famously, the Time Sweepers. Some of these positions, such as the CEO, are primarily managerial and involve little direct interaction with the production or maintenance of time, while some others such as the technician involve working with machinery and others still take the form of field work, such as the Time Sweepers. Each worker is given an

The Time Factory's walkway

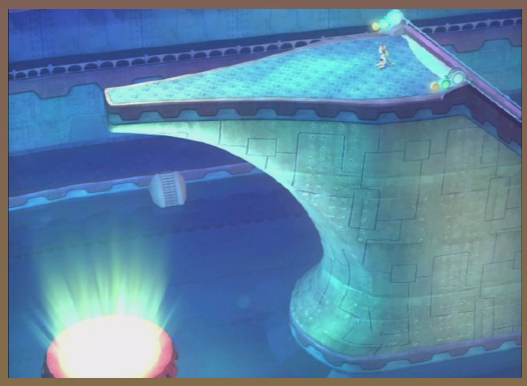


The Time Factory's control room

employee ID card including their photo, position, and ID number (e.g. 01712). As in most workplaces, many of these roles are interdependent, with Time Sweepers relying upon the guidance of supervisors and the Operator, the goods handled by shopkeepers, and the training given by instructors.

The Time Factory, being vast in size and function, has a great many areas devoted to distinct purposes. A massive corridor is used for transportation, for example, with Time Sweepers travelling along a moving walkway lined with screens relaying information and doors to warp rooms for different worlds. Other workers may instead be transported through the air in this area by flying vehicles. The warp rooms accessed from this corridor contain gates to their respective worlds, which Time Sweepers may enter from above from a raised platform. They will then emerge from a "START" gate similar in appearance in the target world and may later leave through yet another similar gate labelled "GOAL." Upon returning from the world, they emerge from the same gate in the warp room and land on the same platform. A large clock with adjacent lights is also visible in each of these rooms, connected to the Mother Computer in some fashion (which is capable of relaying information via speech and sounding alarms while flashing the aforementioned lights), though said clock strangely ticks just over twice per second and has only four "hours." This room is also kept sufficiently cold for an individual's breath to be visible, though the purpose for this is unclear. While Sweepers are in these worlds, they are monitored by supervisors in the control room, pictured above, from which live video of the Time Sweepers can be seen and reactive time controls can be activated in emergencies.

The factory also contains many accommodations for its staff of varying levels of necessity. Food, clothing, and laundry service can be purchased at the Time Factory shop along with equipment and upgrades more immediately relevant to one's job, for example. Available food seems to be primarily the Time Factory's own generic brand, however. Furthermore, a theatre is available for use and Time Sweepers are given locker space in which they can keep certain belongings (such as



A warp gate in the Time Factory

purchased food, time sweeper upgrades, sweepers, or clothing).

On a small number of occasions, the Time Factory has been compromised by being broke into, stolen from, or disabled in its function. The invasion of Tom Tom imposters at the beginning of the Big Crystal incident destroyed much of the factory's main corridor and shut down the Mother Computer, and repairs were not complete until the crisis had ended. During that period of time, Tom Toms had also infiltrated the Time Factory twice, stealing on both occasions (with Bombay being the one to carry out the actual theft in both cases).

The Time Factory shop interior —notice the device supporting the sweeper

The locker room used by Time Sweepers in the Time Factory

Sweepers aiding in repairing the walkway after the Big Crystal incident

The painting of the Goddesses adorning the ceiling of the Time Factory control room —note the cat sitting beside them

Tom Tom HQ

As the base of operations of the Tom Tom Gang, the Tom Tom HQ is a hideout containing both facilities for the gang's members and advanced technology for the gang's operation, bearing some basic similarities to the Time Factory albeit at a much smaller size. Though it appears to be a simple island from the exterior, the majority of the base is underground, which is accessed via the pig-shaped building near the shore.

The exterior portion of the Tom Tom HQ

While the exterior portion is used for little other than training, the interior contains a variety of areas with a variety of purposes, including the Tom Tom shop, lockers, a rather rudimentary theatre, a small warp room, a garage for tanks, and a hangar for the Benito Battleship, which can exit through a large hole that opens in the island. Benito's room is also located in the hideout, and the gang usually eats meals there (although members may also buy food, including Tom Tom brand food, alongside weapons and laundry service at the shop).

The field opening to allow the Benito Battleship to take flight

The location of the hideout was unknown to the Time Factory until partway into the Big Crystal incident, when a group of Tom Toms were captured and interrogated. An invasion of the island then took place, which resulted in the sent Time Sweepers being captured until Furball came to their aid, although the majority of the gang escaped on the Benito Battleship. The Tom Tom Gang operated from the Benito Battleship from that point onward.

Cino in the Tom Tom HQ

The Tom Tom Shop within the HQ

World B1Q64

Referred to only by its number rather than a colloquial name like most others, World B1Q64 is home to a variety of civilizations and environments. Its notability stems from the World B1Q64 incident, in which the Tom Tom Gang stole time energy in such quantities that time monsters grew uncontrollably, leading the Time Factory to predict that they would eventually explode and destroy the world. A resident of the world, Princess Lena, was also captured by the Tom Tom Gang, whom Blinx saw and entered the world to save, which he did successfully. In addition to being littered with time monsters, World B1Q64 was filled with pig-faced traps and barriers likely left by the Tom Toms.

Time Square

Despite being a busy city under most circumstances, Time Square was frozen in nighttime with all of its residents having vanished during the World b1Q64 incident due to distortions in time. As such, the lights in its buildings and streets remained lit. Visible throughout the city is a flag also seen in the Coliseum located in the past portion of the Destiny Ruins, though the connection between these locations is unknown.

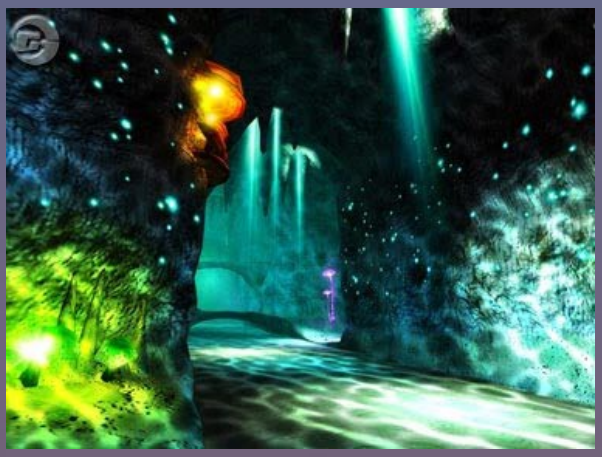
Time Square, with its peculiar moon visible

Déjà Vu Canals

The Déjà Vu Canals

As suggested by its name, the Déjà Vu Canals comprised a city built around water, using canals as roadways and gondolas as transportation, though some inhabitants are also seen swimming. It has gained a reputation as the most beautiful city of World B1Q64 and is highly populated, similar to Time Square. During the World B1Q64 incident, the distortion in time had resulted in a dark, starlit sky accompanied by the full lighting of daytime below.

Hourglass Caves



The Hourglass Caves

As the largest limestone cave in World B1Q64, the Hourglass Caves is a spacious area with natural light leaking in from openings above, which shifts in ways such that it appears to be on the ocean floor. Sand continuously flows throughout as if it was water, though navigation is made possible by naturally formed stone bridges. Additional lighting is provided by bioluminescent plant life interspersed throughout.

Forgotten City

Rather contradictory to the city's name, the Forgotten City is not entirely uninhabited under normal circumstances, as it contains a population of peaceful mountain people that live alongside its prosperous plant life. The city serves as an example of the varying effects of time distortion on different kinds of life, as during the World B1Q64 incident, the mountain people disappeared while the plant life remained. Its most notable feature is a tall stone mountain with a clock carved in stone near its peak.

The Forgotten City

Temple of Lost Time

The Temple of Lost Time

As the temple's name suggests, the Temple of Lost Time is the lost ruins of an ancient civilization filled with ornate carved stone and hazardous terrain (such as sheer drops and expansive spiked floors) likely built with the intention of discouraging or eliminating intruders. The bulk of the ruins, which Blinx explored during the World B1Q64 incident, were inaccessible until the distortion in time activated the mechanisms to grant entry.

Mine of Precious Moments

The Mine of Precious Moments was once the highest altitude mine in World B1Q64, but it was abandoned after being exhausted of all its ore. Although numbered minecart tracks run throughout much of the area, one must navigate much of the mine on foot, which produces the risk of falling into many pits, the bottoms of which are not visible from the top. During the World B1Q64 incident, the distortions in time resulted in the minecarts running of their own accord. Despite being a mine, much of the area is open to the sky, and rain fell as Blinx traversed the mine.

The Mine of Precious Moments

Everwinter

Everwinter

As the northernmost region of World B1Q64, Everwinter is in a perpetual state of extreme cold and near-total encasement in ice. Under normal circumstances, it's inhabited by fishermen and the region's undersea oil fields are drilled into with the machinery littered about the area, though the distortion of time during the World B1Q64 incident left the region barren aside from its machinery until the people were restored. Snowmen and slides covered in snow are also sparsely interspersed throughout. Everwinter's land masses are not entirely stable, sometimes shifting back and forth periodically and crumbling outright at other times, posing a danger for travellers that may fall into its waters at freezing temperatures. Despite being covered in both a jacket and fur, Blinx experienced discomfort from the cold while clearing the area of time monsters.

Forge of Hours

While functional, the Forge of Hours is the largest iron refinery in World B1Q64. Though the area is normally inhabitable (presumably for those that work in the forge), the effects of time distortion during the World B1Q64 incident rid the refinery temporarily of its occupants and sent the machinery into a state of forming abnormal metals without direction as its temperature rose to levels uncomfortably high for Blinx during his visit. This was accompanied by the flooding of many areas with lava, resulting in an extremely hazardous environment which could only be navigated by traversing moving machinery.

The Forge of Hours

Momentopolis

Momentopolis

As Blinx's last destination in World B1Q64, Momentopolis had grown incredibly distorted to the point of entirely lacking solid ground, instead warping into a platform floating over a glowing abyss. The structure, much like the Temple of Lost Time, has its roots in an ancient civilization, though at this point it had become nearly unrecognizable. Here, Blinx fought and destroyed the final time monster in World B1Q64, the Chronohorn, before retrieving Princess Lena, taking her to safety, and returning to the Time Factory.

Ruins of Time

The Ruins of Time is a world of particular significance, containing the Big Crystal. Its coordinates are simply "zero," although World A000 comes before it in at least some ordering schemes.

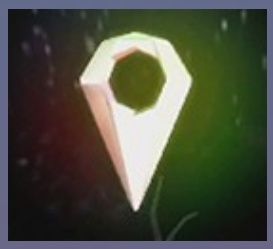
Transmission of Blinx in the Ruins of Time

Under normal circumstances, a given individual does not enter the Ruins of Time, potentially due to its sacred status among the workers of the Time Factory but also due to an implied danger in the world. During the Big Crystal incident, Blinx was the only Time Sweeper deemed capable of safely entering to check on the Big Crystal. Other civilizations capable of travelling to the Ruins of Time may have no reason to enter, as the Big Crystal is not normally accessible. Aside from the initial visit of Benito, Cino, Ugo, and Matteo, during which the Big Crystal was destroyed, no ventures into the Ruins of Time were made by any individuals other than Blinx, and potentially his team (although he enters the area at least twice).

The Big Crystal, also referred to as the Eye of the Goddess, is a sacred artifact kept on a pedestal in an area of the Ruins of Time that is entirely closed off to the outside (leading to the Tom Toms breaching a wall to allow their own entry). Those in the Time Factory know that it is not to be touched, though other civilizations do not (and the Time Factory may operate under the assumption that no others know of its existence, much as they don't know of the existence of the Goddesses). Further details were unknown to even the Time Factory before ancient stone tablets were retrieved from other worlds, Woodstone and the Destiny Ruins, that detailed the consequences of damaging the Big Crystal. This included details such as Mina being born from the Big Crystal and the Goddesses' scissors descending on World A000. The dreams of an individual that touches the crystal become real, potentially causing chaos as in Benito's case. When Benito touched the Big Crystal (or rather violently embraced it), it shattered into pieces eight, distributing itself among the many worlds, as its chamber fell to pieces. The Goddesses took this as an indication of time not being sufficiently appreciated and then resolved to destroy the universe, leading to the events of the Big Crystal incident. Each Big Crystal fragment gave off massive amounts of energy, resulting in very large and powerful time monsters wherever a fragment landed and enabling the Time Factory to use them as an energy source as they were collected.

The Big Crystal on its pedestal

The means, order, and location of collection of each Big Crystal fragment is detailed in the list below. An asterisk indicates that the particular Big Crystal fragment may have been the one stolen from the Time Factory by Bombay immediately following the Time Sweepers' invasion of the Tom Tom HQ, which took place after both the Time Sweepers and Tom Tom had left the Sky World.



A fragment of the Big Crystal

1. Furball's team takes one from a time monster in Round 1 and gives it to the Retrieval Team, who is assaulted by Bombay's team, stealing it
2. Team Pigtail collects one in the Ever Snow World, which Team NecoJi then steals*
3. Furball's team takes one from a time monster in the Destiny Ruins and gives it to the Retrieval Team, which returns to the Time Factory*
4. Bombay takes one from a time monster in the Pirates' Graveyard
5. Blinx retrieves a fragment from the Destiny Ruins*
6. Furball takes one from a time monster in the Sky World*
7. Bombay takes one from a time monster in the Outside In World
8. Furball takes one from a time monster on Planet Two Falls

After all eight fragments were used to destroy the Scissor Demon in World A000, the Big Crystal itself reformed, although the new location in which it resides is unknown (as the chamber in which it originally stood was destroyed).

Time Furnace World

The Time Furnace World was visited by Picaro, a member of the backup team, as part of the effort to collect information on the Big Crystal at the beginning of the Big Crystal incident. Picaro describes it as being incredibly hot and unsuitable for staying for a long duration of time (in cut content), and it appears to be filled with large machinery, suggesting an intelligent population. No significant events seemed to take place between Picaro's arrival in this world and his later travel to the Time Oil Well World.

Picaro sending a transmission from the Time Furnace World

Ever Snow World

NecoJi sending a transmission from the Ever Snow World

The Ever Snow World was one of the few worlds containing a Big Crystal fragment during the earlier stages of Big Crystal incident. The fragment was initially found by Matteo and Team Pigtail, though NecoJi (visiting to gather information as part of the backup team) was able to steal it during an encounter with the aid of a pause control. A transmission from NecoJi on arrival in the world confirmed that, as the name and abundance of snow suggest, it is in fact very cold. The presence of machinery and lights suggests that it is inhabited.

Dark Valley World

Pelon, as a part of the backup team, travelled to the Dark Valley World in search of information on the Big Crystal, though made no reports on any findings. Team Lone Pig, led by Caio, also travelled to this world as a part of Operation "Locate Cute Mina," where he complained of requiring more information than a single name to continue his search. He also made no report of any significant findings in this world. As its name suggests, the Dark Valley World is at least partially unlit, though it appears to have been inhabited, as mine cart tracks can be seen laid along the ground.

Pelon sending a transmission from the Dark Valley World

Woodstone World

Chron at the Woodstone World

The Woodstone World, often simply referred to as Woodstone, is a world that contained information vital to the Time Factory's efforts during the Big Crystal incident in the form of ancient stone tablets inscribed with legends detailing the end of the universe. Chron's team spent nearly the entirety of the Big Crystal incident in the world in search of information before finally finding the tablets in question. The world's name likely comes from the abundance of stone in the form of both the ground and structures, as well as the many trees seen scattered about. Unlike most other worlds, however, there are no signs of living inhabitants.

Half and Half World

A day half in the Half and Half world

As its name suggests, the Half and Half World is comprised of islands, each with two opposing halves. The two halves are separated along a single line, with one half experiencing daytime while the other simultaneously experiences nighttime. This results in a the sky being divided into day and night halves with an abrupt cutoff inbetween. The moon in the night portion, for reasons unknown, bears an almost exact resemblance to that of World B1Q64.

This world was Furball's first destination during the Big Crystal incident, where he acquired a Big Crystal fragment (#1) from a large time monster (the Stone Guardian) on Weis Island. He reached Weis Island by arriving on yet another island, locating an electric helicopter, and then retrieving batteries from the island's night portion. Weis Island was also the site of Bombay's team ambushing the Retrieval Team shortly after Furball's departure, stealing the Big Crystal fragment.

The presence of many structures, as well as entire towns in the case of Weis island, suggest that the world is or was inhabited, as does the technology present in automated doors, street lamps, and electric helicopters. The existence of a lighthouse also suggests the inhabitants having frequently travelled by water.

A night half in the Half and Half world

Not pictured is the moon, strikingly similar to that of World B1Q64

Destiny Ruins

The Destiny Ruins is a world said to be sacred to those who work at the time factory, though it is broken into two distinct halves (described as both the past and future space-time worlds intersecting). The first is the past, which appears as a temple replete with statues and stone structures, whereas the second, the future, has more modern features.

The past Destiny Ruins interior

The past side appears mostly or entirely devoted to displaying images in the likeness of certain figures, considering the quantity of statues. These statues are referred to as Guardian Statues, likely due to the fact that destroying a large number of them (they are incredibly fragile) will grant access to Fate's Plaza, which contains the highest point of the past portion of the ruins and a warp gate to the Coliseum, a large arena surrounded by corridors and decorated with flags matching those seen in Time Square (though the nature of this connection is unclear). The Guardian Statues resemble cats such as those who work at the Time Factory, as do other, larger statues found in the ruins. Considering that the Destiny Ruins contains stone tablets dating back to the universe's creation and detailing the Goddesses' relationship with the universe, it is unlikely that any of these statues are meant to represent deities (unless the Goddesses were once depicted as feline before later being depicted as human on the ceiling of the Time Factory's control room). Many lethal traps adorn the past side as well, presumably to guard treasures such as the time control neutralizer from thieves such as the Tom Toms (though it was unsuccessful, as Bombay was able to steal it during the Big Crystal incident).

Despite being a separate portion of the world with certain distinctions (such as writing in modern script, unlike the script in the past half that must be translated), the future half has numerous connections to the past half, allowing both travel between the two halves and interactions between the two while remaining in one. During the Big Crystal incident, for example, Blinx's team travelled to the future half and found a pair of switches, with one labelled "Destroy the Plaza" and another labelled "Clear the Path," both of which could be read. When the latter switch was pulled, Fate's Plaza

Exterior portion of Fate's Plaza

began to crumble apart in the past half, though this mistake was undone by a rewind. Why the functions of the switches were switched is unclear. Shortly after, the team finds a warp gate that leads back to the past side, leading to the encounter with Team Eat or Die.

The flag also seen in Time Square

The Coliseum at the Destiny Ruins

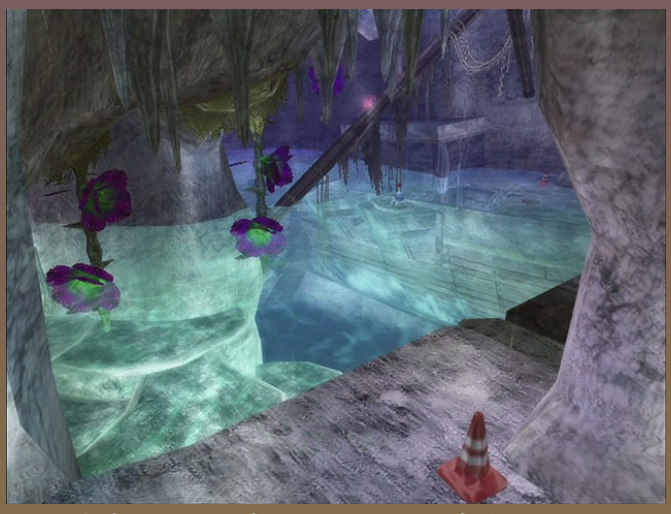
Graveyard of Ships/Pirates' Graveyard

Multiple shipwrecks in the Graveyard of Ships

Known by multiple names (generally the Graveyard of Ships to Tom Toms and the Pirates' Graveyard to Time Sweepers), the world used to serve as a hideout to a group of highly reputable pirates that have since abandoned it and left behind many traps for future visitors, including proximity-triggered projectiles and explosives, as well as highly complicated laser traps. Its past inhabitants supposedly chose the area for its many time monsters, as others wouldn't approach such a dangerous location.

The name "Graveyard of Ships" likely stems from its abundance of wrecked ships found throughout that presumably belonged to the pirates that once inhabited the world. With nearly the entire world being encased in ice, much of the wreckage is beyond recovery, though a small number of cannons remain functional and the Tom Tom Gang (specifically Bombay) was able to retrieve a tank that had been left behind and restore it to full functionality. The low temperatures responsible for the great amount of ice are uncomfortable for visitors such as Tom Toms and Time Sweepers, who frequently shiver while in the area, though not all water in the world is frozen. Certain areas of the world's caverns are flooded with water, as well, although it is at near freezing temperatures.

Why the world's past inhabitants can no longer be found is unknown, though at least some had died while in the caverns. Furball found locked containers with the ghosts of pirates inside that helpfully opened a path to the imprisoned Mick upon release, either out of gratitude or simple benevolence.



A frozen and flooded portion of the caves

Sky World

Despite its common name, the Sky World is not comprised entirely of sky, but rather has bottomless sky below and ground above, forming a ceiling of sorts. The inhabitable portion of the world is comprised of floating structures that remain between the clouds and ground. As such, the void below the clouds is not visible under normal circumstances.

An overhead view of a portion of the Sky World during the Big Crystal incident (notice the time spheres)

A statue of World B1Q64's Princess Lena found in the Sky World

Like some other worlds, such as the Time Oil Well World, the Sky World is largely occupied by technology and appears to be populated when not experiencing issues with time flow. Machines similar to windmills in appearance generate wind (effectively functioning as fans) and giant gears turn throughout many of the islands to operate these machines, as well as other mechanisms such as bridges that can connect the floating islands together. Also commonly found are metal support beams, though some are rusted to the point of crumbling apart, as well as flying vehicles. Other areas are decorated with plant life, including grass and trees, though a statue of Princess Lena from World B1Q64 also exists.

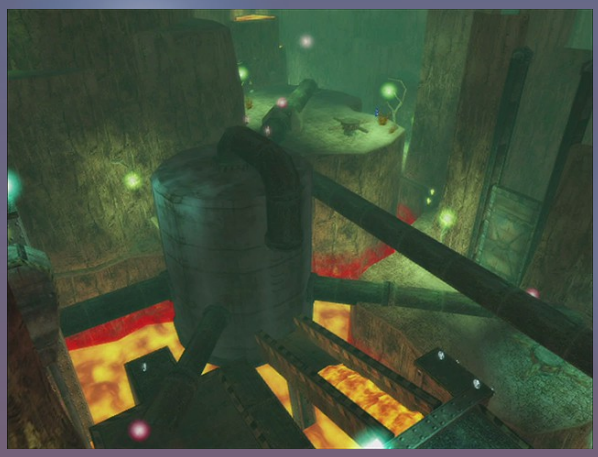
Notable islands in the Sky World are the Flying Castle, on which Team Pelon encountered the time monster resembling a giant Benito prior to Furball defeating it and retrieving a Big Crystal fragment (#6), and Sky Island, which contained a treasure known as the Flight Stone. The Flight Stone was stolen by the Tom Tom Gang, however (specifically Bombay), and then used in upgrades for the Benito Battleship.

The exterior of a portion of the Sky World, with the "ground" visible above

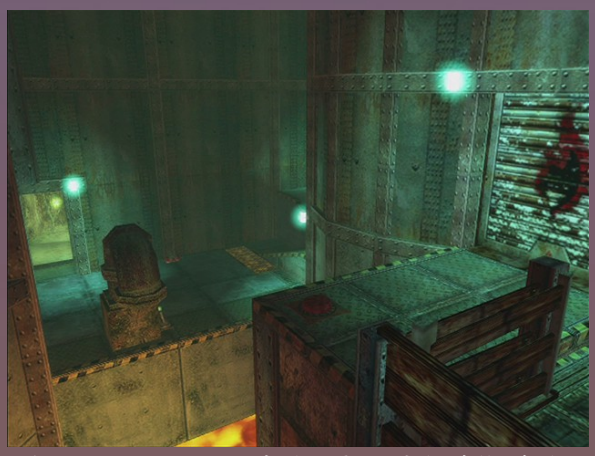
Time Oil Well World

Among the more technologically advanced worlds is the Time Oil Well World, filled with machinery handling molten metal and oil. The majority of this machinery is outdoors, built on rock, though some small areas have been closed off by the inhabitants.

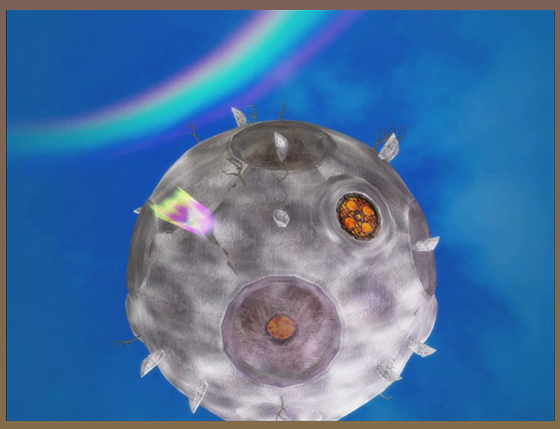
In addition to the world's machinery being sufficiently automated to operate in the absence of its creators due to their disappearance following the disruption of time (assuming that the same disruption in time during the Big Crystal incident didn't cause the machinery to work autonomously as in World B1Q64), other signs of the technology being particularly well-engineered and advanced include safety features such as safety valves in piping or other creations such as a VTOL jet capable of space travel to the nearby planet, Two Falls, likely named for the stark contrast between its day and night skies. This planet is still a part of the same world. Not a part of the same world is the Outside In World, which is close enough for a disturbance in the Time Oil Well World to result in readings in the Outside In World, though the details of this non-spatial "closeness" are unclear.



An oil well in the Time Oil Well World



An indoor portion of the Time Oil Well World

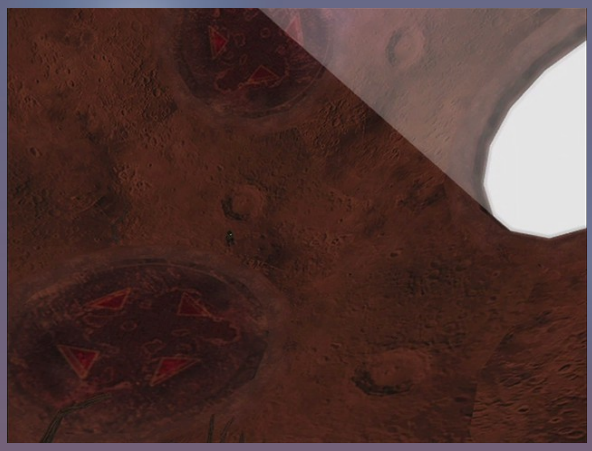


Planet Two Falls during the day

A fragment of the Big Crystal on Planet Two Falls at night time

Outside In World

Despite being much smaller than its designation as a world implies, the Outside In World is a distinct world. Rather than the inhabitable portion of the planetary mass being on the exterior, with gravity pulling inwards, the inhabitable portion is on the interior while gravity pulls outwards. A number of craters also exist that can be temporarily broken open to reveal what lies outside the planet, though this is simply a white solid that emits an incredible light. Despite there being no light sources, the interior of the planet is still visible, if somewhat dim, when all craters are closed.



A small portion of the Outside In World, with an opening to the outside visible

In some non-spatial sense, the Outside In World is very close to the Time Oil Well World, as a time vortex present in the latter resulted in time energy readings obscuring the presence of a Big Crystal fragment (#7) the former. This fragment was collected by Bombay from a large time monster, the only other occupant of the world at the time (and presumably at any point). Of note is that the world is small enough for Bombay to circle around it by running in a straight line for less than a minute.

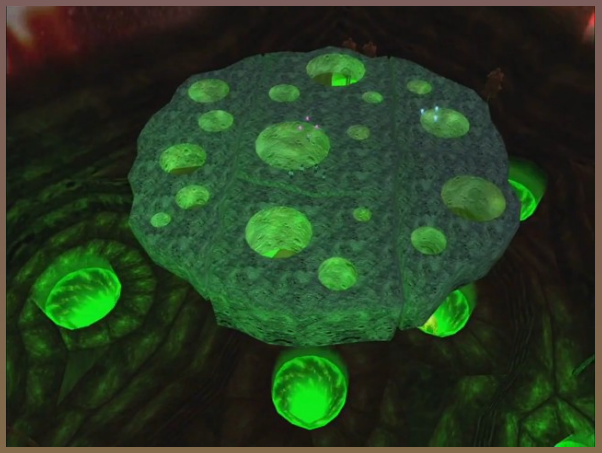
World A000

Spoken as "World A-triple-zero," World A000 is categorized earliest in certain organizational schemes (hence being referred to as "the beginning of the world" by Mina) and thus given special significance in legends predicting the actions of the Goddesses. It was consequently the location of the battle against the Scissor Demon at the end of the Big Crystal incident.

World A000, prior to the landing of the scissors

Despite being recognized as "the beginning of the world," another world, the Ruins of Time, can also be the first world listed depending on the method of ordering used. In any case, the world's categorization resulted in the Goddesses choosing it as the site at which to drop the scissors that would then become the Scissor Demon and destroy the universe. Despite being mostly plain and barren beforehand, the world was warped into a much more distinctive appearance as what would have been the apocalypse took place.

Having learned of where the scissors were dropped from a stone tablet from Woodstone, the Time Factory sent Furball's team to World A000 with its four Big Crystal fragments as a final effort to prevent the universe's destruction. The Tom Tom Gang noticed this warp signal and shortly after sent Bombay's team with the gang's crystals and a multi lock-on system, which allowed Furball to defeat the Scissor Demon by coordinating all fragments to be fired into the monster simultaneously.



The remains of World A000 during the fight with the Scissor Demon

The Scissor Demon that appeareed in World A000

World 5J7A

The Benito Battleship flying in World 5J7A with the end of the Big Crystal incident.

Much like World B1Q64, World 5J7A was endangered by the Tom Tom Gang's excessive stealing of time to point of emergency. This particular invasion took place immediately after the Big Crystal incident, when the Tom Tom Gang no longer had a headquarters and could operate only out of the Benito Battleship. Unlike the World B1Q64 incident, however, a large number of Time Sweepers rushed into the world to come to its aid. Somehow, the crisis also led to the Mother Computer disconnected despite having recently come back online

Big Crystal Incident Timeline

The following is a timeline of all notable events throughout the Big Crystal incident, organized by round. It begins with the destruction of the Big Crystal and ends with medals being awarded while World 5J7A is still in danger. Formatting is kept to a minimum to preserve space, although notes are included in italics at the end of rounds where certain matters have been left unaddressed.

Prologue

Benito, accompanied by Ugo, Cino, and Matteo, discovers and destroys the Big Crystal

Sweeper/Tom Tom Opening

Mina is told by the goddesses that the universe cannot be spared, as its inhabitants "cut the string of time"

Time energy begins vanishing across the universe, putting the Time Factory on red alert

Tom Toms from Benito's dream invade the Time Factory (as Benito sleeps), reaching the computer core and disabling the Mother Computer

Mina appears on the monitors of the control room, prompting the CEO to send Blinx to the Ruins of Time to check on the Big Crystal

Backup team disperses to various worlds to collect information on the Big Crystal (Picaro to the Time Furnace World, NecoJi to the Ever Snow World, Pelon to the Dark Valley World, and Chron to the Woodstone World), and many other Sweepers (including Furball) leave as well

Benito continues sleeping, and Mina appears in his dream, asking him to collect the Big Crystal fragments

Round 1

Matteo and Team Pigtail are in the Ever Snow World for unknown reasons, presumably tracking and acquiring a Big Crystal fragment (#2)

Caio and Team Lone Pig are in the Dark Valley World on mission "Locate Cute Mina" (according to cut

content)

Bombay's and Robbie's teams are sent to the Time Factory to acquire parts for the Tom Tom radar

Furball's team searches for a Big Crystal fragment (#1) detected in the Half and Half World

Bombay returns to the Tom Tom HQ with the parts for the Tom Tom radar, which is constructed, leading to Weis Island in the Half and Half World

Furball acquires a Big Crystal fragment (#1) from a time monster on Weis Island, giving it to the Retrieval Team and returning to the Time Factory

The Tom Toms from Benito's dream suddenly disappear

Bombay's team attacks the Retrieval Team on Weis Island and takes Big Crystal fragment #1

Note: Blinx is presumably at the Ruins of Time up until being called to the Destiny Ruins in Round 2, but doesn't report accomplishing anything and doesn't learn until later that somebody touched the Big Crystal —it's unknown what he was doing during this time.

Round 2

Team Pigtail acquires a Big Crystal fragment (#2) offscreen at some point between Round 1 and partway into Round 2 while in the Ever Snow World

Sweepers detect a Big Crystal fragment in the Destiny Ruins

Blinx's team enters the future side of the Destiny Ruins, while all others, including Furball's, enter the past side (though all members of the backup team remain in their respective worlds)

Team NecoJi encounters Team Pigtail in the Ever Snow World and takes a Big Crystal fragment (#2) before returning to the Time Factory with the Retrieval Team

Tom Toms (including Bombay and Team Eat or Die) are sent to the past half of the Destiny Ruins in search of the Time Control Neutralizer

Bombay acquires the Time Control Neutralizer

Team Chron, at Woodstone, learns that the world contains a "key that can unlock the mysteries of the Big Crystal," but cannot find it; requests backup, which is denied

Furball acquires a Big Crystal fragment (#3) from a time monster in the Coliseum, giving it to the Retrieval Team and returning to the Time Factory (leaving the Sweepers with 2, according to Operator)

Blinx's team finds a stone tablet with ancient writing and gives it to a "Retriever" to bring back to the Time Factory, and tells Chron to keep searching, believing that there are more to be found, before finding and entering an ancient warp gate leading to the past half

Team Eat or Die, in the past half, encounters Team Blinx and signals for help

Bombay's team rescues Team Eat or Die with the help of the Time Control Neutralizer, which is later put into mass production for all Tom Toms

Team Eat or Die finds a stone tablet, which is brought back to HQ

Round 3

The Tom Toms translate the writing on the stone tablet, learning of the goddesses

Team Lone Pig, now in the Graveyard of Ships, encounters a time monster in possession of a Big Crystal fragment (#4) that their weapons are useless against

Tom Toms (including Bombay) are sent to the Graveyard of Ships to retrieve a tank to defeat the time monster

Guard Sweeper advance team is sent into the Graveyard of Ships

Mick reports having seen Tom Toms at the Pirates' Graveyard, prompting more Sweepers to be sent, including Furball

Team Eat or Die captures Mick, who tries to warn of the imminent disaster, which Benito says should be left to the cats

Benito orders that Mick be used as a diversion for the approaching Sweepers while Bombay acquires the Big Crystal fragment (#4) (a response to Nino, who's at the Destiny Ruins, asking what to do)

The Tom Toms plant bombs throughout the caves, planning to lure Furball to them with Mick

Furball arrives at the Pirates' Graveyard and is tasked with finding Mick and then tracing the Big Crystal fragment (#4) signal before discovering that Mick's been imprisoned by Tom Toms

NecoJi, in an unknown location (presumably Ever Snow World again), encounters a new species of time monster that splits into two if attacked at the wrong time, which he communicates to the Operator

Furball rescues Mick, then gives chase to the Tom Toms that imprisoned him, assuming they're after the Big Crystal fragment

Bombay takes the Big Crystal fragment (#4), leaving the Tom Toms with two fragments, according to Benito

Furball's team encounters a small number of Tom Toms, who are captured and picked up by the Retrieval Team to be questioned at the Time Factory

Blinx retrieves a Big Crystal fragment (#5) in the Destiny Ruins, but continues his investigation because he's still concerned about "something"

Nino complains of attacks by monsters with time barriers, still in the Destiny Ruins

Time Factory receives reports of monsters with time barriers

Round 4

Blinx is still at the Destiny Ruins

Chron continues to search at Woodstone

Writing on Blinx's stone tablet is partially decoded, revealing the the touching of the Big Crystal and involvement of the goddesses

Sweepers are sent to the Sky World to investigate a Big Crystal fragment (#6) detected there

Pelon reports an attack by a giant Benito-esque time monster at the Flying Castle

Furball arrives at the Flying Castle, defeating the giant Benito and acquiring the Big Crystal fragment (#6), which is handed off to the Retrieval Team

Tom Toms receive reports of the defeated giant Benito, realizing it came from Benito's dream the day before

Tom Toms (including Bombay) are sent to the Sky World (Benito species the Flying Castle) to determine how the Sweepers defeat the monsters with time barriers

Matteo reports that time grenades will remove time barriers (both on Sweepers and monsters) after watching Sweepers use the same tactic on time monsters

Benito orders the Tom Toms to clear Sky Island of Sweepers and take the Flight Stone, a treasure it contains

Benito orders the Tom Toms to steal the G300 RAY while Bombay is returning with the Flight Stone, and Bombay then takes it after his team defeats a group of Sweepers

The G300 RAY is analyzed and put into mass production by the Tom Toms, and Benito orders all Tom Toms back to HQ to celebrate gaining the upper hand on the time monsters and Sweepers

Sweepers locate the Tom Tom HQ and send in five Sweepers, which are captured and imprisoned to allow the Tom Toms time to escape

Furball is sent to the Tom Tom HQ, rescuing the five Sweepers

(Some) Tom Toms escape in the Benito Battleship, newly upgraded and using the Flight Stone, and head to the Time Factory to send in Bombay to steal Big Crystal fragments

The rest of Bombay's team breaks in as he acquires a fragment (#2, #3, or #6), allowing him to escape on the Benito Battleship

Round 5

Nino, at some point between Round 3 and Round 5, went to the Time Oil Well World (possibly due to a Big Crystal fragment (#7) being detected)

The Tom Toms detect another Big Crystal fragment (#7) at the Time Oil Well World and contact Nino, who complains that he will soon leave due to the many time monsters

Tom Toms (including Bombay, Caio, Nino, and Matteo) are sent to the Time Oil Well World to retrieve the Big Crystal fragment (#7) before Sweepers that have also been detected in the world, with Matteo being sent as part of the advance team (who warned that the Sweepers were already there, according to cut content)

Bombay plugs an exceptionally strong time vortex to cease its interference with the Tom Tom radar, allowing HQ to locate the Big Crystal fragment (#7) on the Outside In World (which Team Eat or Die is already on, but refuses to act due to having taken a break to eat), and prompting Benito to order all Tom Toms to return to the ship while leaving behind as much destruction as possible to impede the Tom Toms

The Operator announces reports of monsters with time barriers and Tom Toms in the Time Oil Well World, sending Sweepers there to search for a fragment known to be there (#7 or #8)

Bombay fills a large tank with oil, which the Benito Battleship then shoots to destroy, engulfing the world in flames (complicated somewhat by time energy-related quakes from plugging the time vortex and Benito pressing the launch button prematurely) to slow down Sweepers already in the world (likely injuring some)

Bombay is sent to the Outside In World, where he acquires a Big Crystal fragment (#7) from a time monster and returns to HQ, leaving the Tom Toms with half the Big Crystal, which is four fragments

Sweepers (including Furball and Picaro) arrive in the Time Oil Well World and extinguish the flames left behind by the Tom Toms

Chron finds an ancient lithograph in the Woodstone World and begins a return trip to the Time Factory

Sweepers locate a Big Crystal fragment (#8) on Planet Two Falls, and Furball is sent after it, taking an evac ship (and leaving behind Picaro to deal with Tom Toms that somehow have pause barriers and are still there after the Tom Tom evacuation —probably time distortion)

Furball acquires the Big Crystal fragment (#8) from a time monster on Planet Two Falls, which is

Chron's stone tablet is taken to the Time Factory and deciphered, confirming that the goddesses are behind the destruction of all worlds and that the final act of destruction will take place on World A000, to which Furball's team is sent as a final effort to save the universe

Chron is still at Woodstone, NecoJi the Ever Snow World Picaro the Time Oil Well World, and Pelon the Sky World; Blinx is at the Ruins of Time

Note: It's unclear why Blinx stayed behind in the Destiny Ruins saying he was still concerned about something, as his whereabouts and actions are unknown until after the Scissor Demon is defeated, except for the next transmission and pre-Round 6, where he's at the Ruins of Time

Round 6

The goddesses' scissors are dropped on World A000, becoming the Scissor Demon, with Furball's team arriving to fight it shortly after

Benito awakes from another dream with Mina, telling Benito of "the beginning" —when he wakes, it's found that all time crystals have stopped shining, and he orders Tom Toms to be sent following the Sweepers' warp signal in World A000, though only one team can be sent (which is Bombay's team)

Bombay's team meets Furball's in World A000, offering their Big Crystal fragments (making all eight) and giving Furball a multi lock-on system to allow him to fire all of their weapons at once with the fragments

The Scissor Demon is defeated, reforming the Big Crystal (and Mina along with it) and replenishing time energy throughout the universe

Everybody celebrates having not died (including Blinx, now in the Time Factory)

Tom Toms endanger another world (5J7A) by stealing time energy, prompting Sweepers to flood into the world to save it

Furball's team is given a medal (or medals, unclear) for its performance, and a similar medal is also sent to the Tom Toms (which Benito happily throws away)

LANGUAGE

A divine message from Mina in the ancient alphabet

The majority of the universe, at the times of the World B1Q64 and Big Crystal incidents, appears to use the same spoken and written language. The written language uses Latin script and Arabic numerals, such as seen in the Time Factory, where the front door is labelled TIME FACTORY (TIME FACTORY) and worlds are arranged by numbers and letters such as B1Q64 or 5J7A. Somewhat strangely, despite this world naming convention seemingly having been established by the Goddesses, the ancient alphabet used at the beginning of time over 25 billion years prior to the Big Crystal incident (according to cut content) is entirely distinct from this script. This is the script that was used on the lithographs created at that time that detailed the existence of Mina and the consequences of not appreciating the gift of time. Mina also left a message on the Time Factory monitors in this script at the beginning of the Big Crystal incident, but is entirely capable of speaking to Benito aloud and being understood. This may be possible because the spoken language never changed (recall that the ancient script is only referred to as the ancient alphabet, not a different language entirely), or because she is familiar with both the ancient and modern languages.

The following table contains rough preliminary translations of the spoken language. A phonetic representation of each word is listed on the left while a translation is listed on the right. The language's syntax appears to follow a subject-verb-object convention (much like languages such as English), while past and future "tenses" are signified with orienting clauses rather than distinct forms of verbs. Much like Japanese, the language also relies heavily upon context.

Word	Meaning	Word	Meaning
Beess-Ix-Keuv-Nee-Maks	B1Q64	Efi	Out
Epi	Different	Faktam	Factory
Fereyv	Sweep	Geem	Name, being, person
Hen	it	Lastakh	Wisdom

Lastokh	Monster, fear	Ma	My, our
Mana	(Auxiliary verb referring to previous object)	Mav	We, us
Motakh	World	No	Of
Reystam	Time	Signa	Work
Sigram	See	Siram	Visit
Stakh	Goodness	Stokh	Grief
Täreyv	Trade	Wertham	Glitch, fault

All information presented in this table and the preceding paragraph are based off of observations by Rohan Zener, which can be read in their original format here.

BONUS CONTENT

The following sections, rather than providing further detail on the BLiNX universe, instead showcase media unknown to many fans of the series in order to preserve and appreciate official artwork as well as sharing amusing marketing for the series throughout the world including a major even in Japan and small pieces of merchandise.

Art Provided by Naoto Ohshima

Naoto Ohshima, director of BLiNX 1 and 2, has provided a number of images from development on Twitter, as well as a small number of his own works.

The earliest known design of Blinx, modeled after the Cait Sith, a fairy creature from Celtic myth

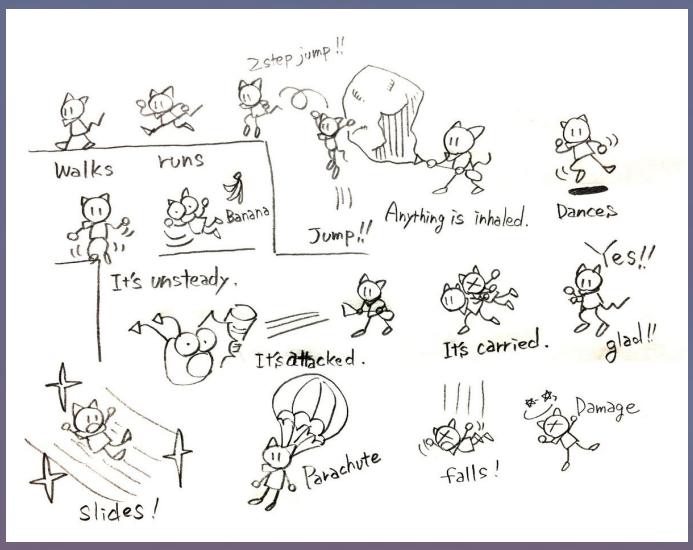
A sketch of Blinx's updated design, with a noticeably different jacket

Blinx with his original sweeper design

Early time monsters, vacuumed directly

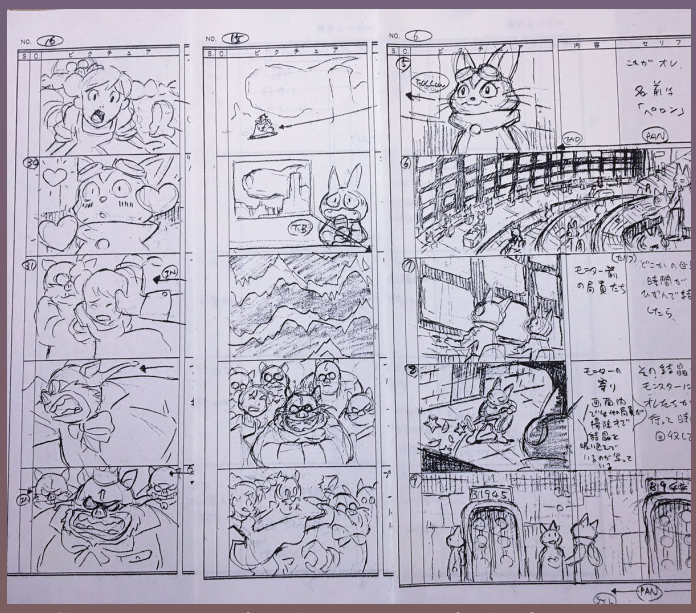
The updated design for Blinx in full colour, retaining the scheme from the Cait Sith

A model of Blinx's final design



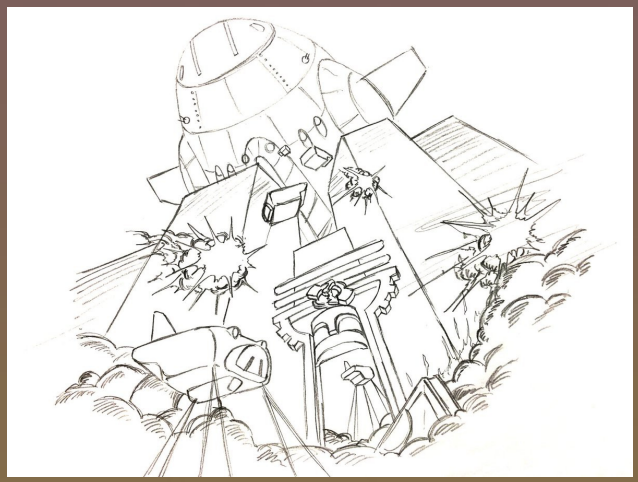
Basic sketches detailing gameplay elements

A map for a level, potentially a mock-up



The storyboard for the opening of the first game

Concept art for the war setting of BLiNX 2



Concept art for the Time Factory invasion

Drawn by Ohshima for 2017

Additional art by Ohshima

Challenge the BLiNX in Shinjuku and Welcome to the BLiNX World

While marketing of the original BLiNX: The Time Sweeper was limited in the western world, a large promotional event was held in Shinjuku (a particularly busy portion of Tokyo) in order to publicize the game the day after its release by distributing media, showing gameplay, and allowing some to try the game out for themselves. Candies in the shape of time crystals were given to those who attended, as well as a DVD titled "Welcome to the BLiNX World," although the DVD's contents are unknown. The event received some media attention on Japanese gaming websites, though this was partially due to the appearance of Minako Komukai, a Japanese actress.

A photo from the Shinjuku event

The stage on which gameplay was shown

The "Welcome to the BLiNX World!" DVD distributed at the event

A potentially related graphic

Merchandise

Pictured about this page are various forms of BLiNX merchandise, including watches of unknown origin and a very rare posable BLiNX plush sold in limited quantities. Executive producer Ed Fries also claims to have a BLiNX clock in his office, though no photos seem to exist, unfortunately. A 2003 calendar was also distributed as a limited-time promotion for a small number of people that had taken photos with Blinx at the Shinjuku event.

The official BLiNX plush

A window decal

One of the two BLiNX watches sold

A wobbler

A German poster

The official BLiNX 2003 calendar

Another BLiNX watch